Cambridge INTERNATIONAL SCHOOL KULLU

First Term Curriculum
Subject: Computer
Class: I
Session: 2025-26

Month	**April**	**May**	**June**	**July**
Concept	**Fun with Computers** **Fun with Coding**	**Fun with Coding** **Know Your Computer**	**Operating a Computer** **A Tour to Code.org**	**A Tour to Code.org** **Playing with Mouse**
Learning Outcomes	**Students will be able to** ● Categories natural and human-made things . ● Define machines. ● Identify the computer as a smart machine. ● Compare computers with other machines. ● Classify types of computers. ● Describe coding.	**Students will be able to** ● Explain block-based coding. ● List the steps used to solve a problem. ● Discuss the places where computers are used. ● Illustrate the main parts of a computer. ● Compare input, output, and storage devices with examples.	**Students will be able to** ● Perform the steps of starting and shutting down a computer. ● Comprehend the rules while using a computer. ● Define Code.org. ● Enlist main parts of puzzle code studio & solving puzzles.	**Students will be able to** ● Use blocks to solve simple puzzles on Code.org. ● Define computer mouse. ● Identify the mouse pointer on the screen. ● Classify the parts of a computer mouse.
Skills	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application
Software/ Platform	**Code.org**	**Code.org**	**Code.org**	**Code.org**
Competency skill based activity/ Experiential learning	● Name 3 machines you see at home. ● Draw your dream computer.	Solve different coding-based puzzle games. Draw and label different parts of a computer.	Write steps to turn on the computer. Match the column to the correct part.	Students will solve different puzzles using code.org.
Assessment: Class test, Practical work				

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Final Term Curriculum
Subject: Computer
Class: I
Session: 2025-26

Month	**August-September**	**October**	**November**	**December**
Concept	**Playing with Mouse** **Following Commands and Sequences**	**Following Commands and Sequences** **Let Us Type!**	**Getting Started with Paint**	**Introduction to AI**
Learning Outcomes	**Students will be able to** Exemplify each part of a computer mouse. List the uses of a computer mouse. Demonstrate the correct method of holding a mouse. Identify the left, right buttons and scroll wheel on a computer mouse. Define a Commands.	**Students will be able to** Describe a sequence. Compare different types of sequences. Define a keyboard. List the main types of keys on a keyboard.	**Students will be able to** ● Define paint. ● Describe the important parts of the paint window. ● Illustrate drawing and colouring in paint. ● Save drawing with a proper file name.	**Students will be able to** ● Define AI. ● Explain AI around us. ● Play with Quick, Draw!
Skills	Comprehension , Knowledge,Application	Comprehension , Knowledge,Application	Comprehension , Knowledge,Application	Comprehension , Knowledge,Application
Software/ Platform	**Code.org**	**Code.org**	**Ms Paint**	**AI Tools: Quick,Draw!**
Competency skill based activity/ Experiential learning	Draw parts of a mouse with labels.	Solve word grid.	● Create a colorful picture using 3 different shapes and save the file.	● Make their own drawing using Quick, Draw!
Assessment: Class test, Practical work **Main Book : Tekie Computer Science** **Publisher : Uolo (Revised Edition)**				