**First Term Curriculum**
**Subject: Computer**
**Class: II**
**Session:2025-26**

| Month | April | May | June | July |
|---|---|---|---|---|
| **Concept** | **How Computers Help Us**<br>**Different Parts of a Computer** | **Different Parts of a Computer**<br>**Typing Using Keyboard** | **Typing Using Keyboard**<br>**Introduction to Coding** | **Introduction to Coding**<br>**Introduction to Sprite** |
| **Learning Outcomes** | **Students will be able to**<br>● Compare a device, an electronic device and computer.<br>● Describe the uses of a computer.<br>● List advantages and disadvantages of a computer.<br>● Identify places where computers are used.<br>● Start and shut down a computer.<br>● Comprehend the parts of a computer.<br>● Classify different input devices. | **Students will be able to**<br>● Define output devices.<br>● Illustrates the use of each output device.<br>● Explain storage devices and their use.<br>● Comprehend the IPO cycle.<br>● Define keyboard.<br>● Comprehend keys and its types. | **Students will be able to**<br>● Categorize alphabet keys, number keys, special keys and combination keys.<br>● Exemplify block-based coding and Code.org.<br>● Explain the role of commands in a program.<br>● Comprehend the importance of order in a sequence. | **Students will be able to**<br>● Follow and build a simple algorithm.<br>● Explore tour to puzzle code studio.<br>● Define a sprite and sprite lab.<br>● Demonstrate creating and moving behavior of sprites in a story. |
| **Skills** | Comprehension , Knowledge, Application | Comprehension , Knowledge, Application | Comprehension , Knowledge, Application | Comprehension , Knowledge, Application |
| **Software/ Platform** | - | - | **Code.org** | **Code.org** |
| **Competency skill based activity/ Experiential learning** | ● Draw a computer and label its parts. | Color and label keys on a printed keyboard chart. | Create their own sequence of code blocks to solve a new level. | Identify and name the missing block. |
| **Assessment: Class test, Practical work** | | | | |

**Final Term Curriculum**
**Subject: Computer**
**Class: II**
**Session: 2025-26**

| Month | August-September | October | November | December |
|---|---|---|---|---|
| **Concept** | **Fun with Mouse**<br>**Events and Actions** | **Events and Actions**<br>**Introduction to Paint** | **Colouring in Paint**<br>**Loops in Coding** | **Loops in Coding**<br>**AI: Introduction to Robots** |
| **Learning Outcomes** | **Students will be able to**<br>Define a mouse and name its parts.<br>Identify mouse Pointer (cursor).<br>Use the mouse to move the pointer on screen.<br>Classify mouse actions.<br>Explain events with examples. | **Students will be able to**<br>Classify actions with examples.<br>Set an event and action using code blocks.<br>Define Ms paint.<br>Illustrate different parts of Ms paint window.<br>Demonstrate the steps to start MS Paint.<br>Draw shapes using shape tools.<br>Save and open a drawing. | **Students will be able to**<br>Open Ms paint and select a drawing.<br>Use the fill tool to add colors to different parts of the drawing.<br>Choose and use colors from the color palette.<br>Use pencil, brush, and eraser tools while drawing.<br>Explore the purpose of using loops. | **Students will be able to**<br>● Demonstrate the events that take place in a repeat loop.<br>● Explain the use of background in the project.<br>● Define robots.<br>● List different types of robots.<br>● Categorize high-tech robots in our world.<br>● Comprehend Chat Gpt. |
| **Skills** | Comprehension , Knowledge,Application | Comprehension , Knowledge,Application | Comprehension , Knowledge,Application | Comprehension , Knowledge,Application |
| **Software/ Platform** | **Code.org** | **Code.org, Paint** | **Paint,Code.org** | **AI Tools: Chatbots** |
| **Competency skill based activity/ Experiential learning** | Draw a mouse and label its parts. | Build my dream hut. | ● Make a colourful poster or card using different tools. | ● Add a repeat loop to make your sprite dance 3 times.<br>● Draw a robot and name it. |
| **Assessment : Class test, Practical work**<br>**Main Book : Tekie Computer Science**<br>**Publisher : Uolo (Revised Edition )** | | | | |