Month	April	May	June	July
Concept	**Computer Evolution: From abacus to smartphone.** **Data storage medium.**	**Data storage medium** **Organizing information in documents.**	**Enliven a Presentation** **Setup a slideshow**	**Setup a slideshow**
Learning Outcomes	Students will be able: ● Understand the history of computers. ● Comprehend various calculating devices and generation of computers. ● Represent characters in the computer memory. ● Comprehend computer memory.	Students will be able to: ● Classify different types of computer memory. ● Comprehend different ways to insert a table, resize tables using handles, change the appearance of table, and add/deleterows/columns. ● Merge and Split rows and columns. ● Apply borders and shading.	Students will be able to: ● Apply theme and transitions to the slides. ● Change the background and apply animation. ● Arrange animated objects and adjust the animation speed. ● Comprehend the basic guidelines for creating effective presentations. ● Create a photo album. ● Insert audio and video in a slide.	Students will be able to: ● Insert caption to the picture. ● Comprehend different ways to start a slideshow. ● Save the presentation.
Skills	Knowledge, Understanding and Application.	Knowledge, Understanding and Application	Knowledge, Understanding, Application and Analysis	Knowledge, Understanding and Application
Software	—	MS Word	MS PowerPoint	MS PowerPoint
Competency skill based activity/ Experiential learning	Brainstorming to classify and identify the computers based on size,usage and speed.	Find the storage capacity of different secondary devices. Using a quick table method, create a timetable and format the text in it.	Choose a proper theme for a presentation and apply five different transitions to all the slides for better readability.	Create a presentation with a picture and animation effect on it. Also add audio and video.
Art Integration	English, Science, Art			

Assessments : Class response, Class test and Practical work

Book: TERABYTES Connect with Computers(Fourth Edition)
Publisher: Cambridge University Press.

Final Term Curriculum
Subject: Computer
Class: V
Session: 2024-25

Month	August-September	October	November	December
Concept	**Dialog on the Internet**	**Multimedia Around us**	**Coding Club: Scratch Basics**	**Coding club : Scratch Next Steps**
Learning Outcomes	Students will be able to: ● Comprehend the internet and safety measures for internet searching. ● Recognize the default browser of windows 10 and its interface. ● Apprehend some basic tips to search on the web.	Students will be able to : ● Comprehend the term multimedia and its components. ● Identify digital images, its different types and formats. ● Comprehend different audio, video and animation formats.	Students will be able to : ● Comprehend the components of the scratch window. ● Start and create a new project. ● Program a sprite. ● Save and open project.	Students will be able to: ● Change the looks of the sprite. ● Use looks, sounds and pen, event and control blocks.
Skills	Knowledge, Understanding, Application and Analysis	Knowledge, Understanding, Application and Analysis	Knowledge, Understanding and Application	Knowledge, Understanding, Application and Analysis
Software	—	—	Scratch	Scratch
Competency skill based activity/ Experiential learning	Solve a puzzle with the help of given clues. Bookmark the CISK web page.	Brainstorming activity with the help of crosswords and clues.	Make the sprite say "Welcome to the scratch and change its costume". Create a small animation.	Create different polygons using a repeat block.
Art Integration	English, Music, Art.			

Assessment : Class response, Class test and Practical work

Book: TERABYTES Connect with Computers (Fourth Edition).
Publisher: Cambridge University Press