



| Month  | April   | May  | June   | July   |
|--|---|--|--|--|
| <b>Concept</b>   | <b>What Can Computers Do?</b>   | <b>Meet your Computer</b>  | <b>Lets learn to Type</b>  | <b>Computer Mouse in Action</b>  |
| <b>Learning Outcomes</b>   | <p><b>Students will be able to</b></p> <ul style="list-style-type: none"> <li>● Comprehend a device and computer.</li> <li>● Describe the uses of a computer and smart computers with AI.</li> <li>● List advantages and disadvantages of a computer.</li> <li>● Identify places where computers are used.</li> <li>● Implement steps to Start and shut down a computer.</li> </ul> | <p><b>Students will be able to</b></p> <ul style="list-style-type: none"> <li>● Comprehend the parts of a computer.</li> <li>● Classify different input devices.</li> <li>● Define output devices.</li> <li>● Illustrates the use of each output device.</li> <li>● Explain storage devices and their use.</li> <li>● Comprehend the IPO cycle.</li> </ul> | <p><b>Students will be able to</b></p> <ul style="list-style-type: none"> <li>● Define keyboard.</li> <li>● Comprehend keys and its types.</li> <li>● Categorize alphabet keys, number keys, special keys and combination keys.</li> </ul> | <p><b>Students will be able to</b></p> <ul style="list-style-type: none"> <li>● Define a mouse and name its parts.</li> <li>● Identify mouse Pointer (cursor).</li> <li>● Use the mouse to move the pointer on screen.</li> <li>● Classify mouse actions.</li> </ul> |
| <b>Skills</b>  | Comprehension , Knowledge, Application  | Comprehension , Knowledge, Application   | Comprehension , Knowledge, Application   | Comprehension , Knowledge, Application   |
| <b>Software/ Platform</b>  | -   | -  | -  | -  |
| <b>Competency skill based activity/ Experiential learning</b>  | <ul style="list-style-type: none"> <li>● Draw or paste pictures of places where computers are used (home, school, hospital, bank).</li> </ul> <p><b>(Integrated with EVS, English and Art)</b></p>  | <ul style="list-style-type: none"> <li>● Students act as(IPO) Input → Process → Output</li> <li>● Students create a picture story showing how their family uses a computer.</li> </ul> <p><b>(Integrated with EVS, English and Art).<br/>Art Integrated Project</b></p>  | <ul style="list-style-type: none"> <li>● Students practice typing by entering their name and small words using the keyboard.</li> </ul> <p><b>(Integrated with Art and English)</b></p>  | <ul style="list-style-type: none"> <li>● Identify mouse parts and move the pointer to select objects on screen.</li> <li>● Practice click, double-click, and drag using on-screen games.</li> </ul> <p><b>(Integrated with Art and English)</b></p>                  |
| <p><b>Assessment : Class test, Practical work</b><br/><b>Main Book : Tekie Computer Science</b><br/><b>Publisher : Uolo (Revised Edition )</b></p> |   |  |  |  |



| Month  | August   | September  | October-November   | December   |
|--|--|--|--|--|
| <b>Concept</b>   | <b>Start Drawing with Paint</b>  | <b>Start Drawing with Paint</b>  | <b>Let us Colour with Paint</b>  | <b>AI in Daily Life</b>  |
| <b>Learning Outcomes</b>   | <p>Students will be able to</p> <ul style="list-style-type: none"> <li>● Define Ms paint.</li> <li>● Illustrate different parts of Ms paint window.</li> <li>● Demonstrate the steps to start MS Paint.</li> </ul> | <p>Students will be able to</p> <ul style="list-style-type: none"> <li>● Draw shapes using shape tools.</li> <li>● Save and open a drawing</li> </ul>  | <p>Students will be able to</p> <ul style="list-style-type: none"> <li>● Open Ms paint and select a drawing.</li> <li>● Use the fill tool to add colors to different parts of the drawing.</li> <li>● Choose and use colors from the color palette.</li> <li>● Use pencil, brush, and eraser tools while drawing.</li> </ul> | <p>Students will be able to</p> <ul style="list-style-type: none"> <li>● Define AI.</li> <li>● List different places where AI is used.</li> <li>● Using Quick Draw.</li> </ul> |
| <b>Skills</b>  | Comprehension , Knowledge,Application  | Comprehension , Knowledge,Application  | Comprehension , Knowledge,Application  | Comprehension , Knowledge,Application  |
| <b>Software/ Platform</b>  | <b>Paint</b>   | <b>Paint</b>   | <b>Paint</b>   | <b>AI Tools</b>  |
| <b>Competency skill based activity/ Experiential learning</b>  | <ul style="list-style-type: none"> <li>● Students open Paint step-by-step.</li> </ul> <p>(Integrated with Art, English and Maths)</p>  | <ul style="list-style-type: none"> <li>● Draw house using shapes.</li> <li>● Design a simple greeting card using shapes and text tools.</li> </ul> <p>(Integrated with English, Art and Maths)</p> | <ul style="list-style-type: none"> <li>● Draw and colour a scenery using Paint tools.</li> </ul> <p>(Integrated with EVS, English, Art and Maths)</p>  | <ul style="list-style-type: none"> <li>● Play and identify drawings using Quick, Draw!</li> </ul> <p>(Integrated with English and Art)</p>                                     |
| <p><b>Assessment : Class test, Practical work</b><br/> <b>Main Book : Tekie Computer Science</b><br/> <b>Publisher : Uolo (Revised Edition )</b></p> |  |  |  |  |