



Month	April	May	June	July
Concept	How Computers work Exploring Operating System	Exploring Operating System Organising your Files	Fun with Paint	Introduction to Scratch 3.0
Learning Outcomes	Students will be able to <ul style="list-style-type: none"> ● Enlist the areas where computers are used. ● Classify types of computers based on size and functionality. ● Differentiate between hardware and software with examples. ● Illustrate IPO cycle. ● Comprehend an Operating system (OS) and its role. ● Enlist the key features of windows 10 and windows 11. ● Describe the various components of the desktop and their functions. 	Students will be able to <ul style="list-style-type: none"> ● Perform basic operations on the desktop, such as opening of applications, arranging desktop icons, sorting icons, changing the background and screensaver. ● Explain the purpose of files and folders in a computer. ● Create files and folders with proper names. ● Demonstrate the steps to open, type and save a file. 	Students will be able to <ul style="list-style-type: none"> ● Demonstrate the steps to open paint. ● Illustrate various components of Ms paint window. ● Demonstrate the steps to use shapes in paint. ● Explore different tools in Ms paint. 	Students will be able to <ul style="list-style-type: none"> ● Define Block-based coding. ● List the main components of the scratch window.
Skills	Comprehension, Knowledge	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application
Software	-	Notepad, Web Browser (Google Chrome)	MS Paint	Scratch
Competency skill based activity/ Experiential learning	Draw a chart showing types of Computers. (Integrated with English, SocialScience and Maths)	Change the background and screensaver of your desktop. (Integrated with English)	Draw a picture of a flower using various tools in MS Paint. (Integrated with English, Maths and Art) <ul style="list-style-type: none"> ● Art Integration project:Himachal Pradesh and pair state. 	Identify and label the components of Scratch window based on clues provided. (Integrated with English , Art)

Assessment: Class test, Practical work

Main Book : Tekie Computer Science

Publisher : Uolo (Revised Edition)



Month	August	September	October-November	December
Concept	Scratch Blocks Making a Scratch Project	Making a Scratch Project Drawing shapes	Using Word Processors Editing text using a word processor	Editing text using a word processor Smart living with AI
Learning Outcomes	Students will be able to <ul style="list-style-type: none"> Comprehend Scratch blocks and their purpose. Execute motion and looks blocks in scratch. Implement events blocks, sound blocks, and control blocks. Name a project in scratch. Illustrate how to delete a Sprite and add another one. 	Students will be able to <ul style="list-style-type: none"> Apply different functions like positioning and moving a sprite Learn how to interpret and apply the pen block. Describe the steps to save the project in Scratch. Illustrate the use of loops for drawing different shapes. Construct basic shapes using Scratch instructions. 	Students will be able to <ul style="list-style-type: none"> Define word processor with examples. Explore Google Docs along with its features and components. Illustrate how to carry out tasks like naming, typing, saving, searching, and opening a document. Define text editing and describe how to edit text step by step. Carry out text editing actions such as selecting and moving text. 	Students will be able to <ul style="list-style-type: none"> Apply basic editing features including delete, undo, redo, and find & replace. Explain the concept of Artificial Intelligence and how it is applied in different environments. Describe IoT and its features. Enlist some AI powered devices that are used everyday.
Skills	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application	Comprehension , Knowledge, Application
Software	Scratch	Scratch	Google Docs	Google Docs, AI Tools: Chatbots
Competency skill based activity/ Experiential learning	<ul style="list-style-type: none"> Create a script to move and turn a sprite by using some of the blocks. <p>(Integrated with English, Maths and Art)</p>	<ul style="list-style-type: none"> Make a Scratch project where clicking a sprite makes it move, change costume, and play a sound. <p>(Integrated with English, maths and Art)</p>	<ul style="list-style-type: none"> Identify the icons of Google Docs and match them with their names in the columns. <p>(Integrated with English)</p>	<ul style="list-style-type: none"> Write a short paragraph and use the Find and Replace tool in a word processor to change simple words. <p>(Integrated with English, Social Science and Art).</p>
<p>Assessment: Class test, Practical work Main Book : Tekie Computer Science Publisher : Uolo (Revised Edition)</p>				