




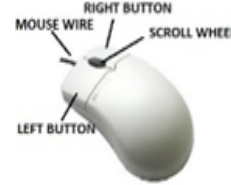




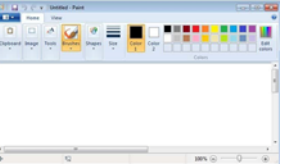
VIDYA PRATISHTHAN'S DR. CYRUS POONAWALLA SCHOOL (CBSE)
ANNUAL CURRICULUM PLANNING 2025 – 26


SUB-COMPUTER STUDIES

STD.- I

Sr. No.	Topic	Month	No. working days	Learning Objectives	Expected Learning outcomes	Activity	Teaching Aids	Assessment
1.	Computer: A Machine 	April (23) June (26)	(14)	<ul style="list-style-type: none"> To enable the students to know types of machines, features and uses of machines computers 	<ul style="list-style-type: none"> Students can identify the human made machines and automatic machines and peripherals of computer. 	<ul style="list-style-type: none"> Show different machines in the video or in real and ask the students to identify the types of machines. Show different types of computers and identify the types. 	<ul style="list-style-type: none"> Objects like flowers or birds show on the ICR for natural things. <ul style="list-style-type: none"> Objects like car, sewing machine, camera etc. show on the ICR for man-made things. 	<ul style="list-style-type: none"> Objectives type questions Name the machine given in the picture. (Page no. 07)

2.	Parts of a Computer  <p>Basic parts of a Computer</p>	July (26)	(08)	<ul style="list-style-type: none"> To enable the students main parts of the computer and also the other parts of computer. 	<ul style="list-style-type: none"> ❖ Students can easily identify the exact function of parts of computer and its part 	<p>Show parts of the computer and its parts and Ask the students to identify and give functions identified.</p> 	<ul style="list-style-type: none"> ❖ Show the real functioning of the computer. ❖ Show keyboard, monitor, mouse, printer, speakers, microphone will be shown on the ICR. 	<ul style="list-style-type: none"> ❖ Objectives type questions ❖ Find the missing parts of computer (Page no. 16)
3	Handling a Mouse 	Aug(24) Sep(24)	(15)	<ul style="list-style-type: none"> To enable the students to know the parts of a mouse. How to hold the mouse, left click, right click, double click, dragging and scrolling. 	<ul style="list-style-type: none"> ❖ Students can understand the function of mouse is same for different applications 	<ul style="list-style-type: none"> ❖ Give a worksheet with a picture of a mouse and ask the students to label its parts. 	<ul style="list-style-type: none"> ❖ Show mouse on the ICR and explain the parts of the mouse. 	<ul style="list-style-type: none"> ❖ Colour the mouse and label the parts ❖ (page no-23)

4.	<p>Using the Keyboard</p> 	<p>October (17)</p>	<p>(07)</p>	<ul style="list-style-type: none"> • To enable the students to know the different keys present on the keyboard. <p>To enable the students to know the parts of a mouse. How to hold the mouse, left click, right click, double click, dragging and scrolling.</p>	<ul style="list-style-type: none"> ❖ Students can understand the function of each key on keyboard. ❖ Students can understand the use of keyboard for different applications 	<ul style="list-style-type: none"> ❖ Ask the students to colour different types of keys with different colours.  <ul style="list-style-type: none"> ❖ Give a worksheet with a picture of a keyboard and ask the students to label its different keys. 	<ul style="list-style-type: none"> ❖ Show a keyboard on the ICR and explain the different keys. 	<ul style="list-style-type: none"> ❖ Give worksheet-2 ❖ Solve test paper-1 ❖ Follow the colour codes to colour the keys (Page no- 32).
5.	<p>Fun with MS Paint</p> 	<p>November (25)</p>	<p>(08)</p>	<p>To enable the student to know about MS Paint program</p>	<ul style="list-style-type: none"> ❖ Student can open MS Paint program and use the different tools in MS Paint. 	<ul style="list-style-type: none"> ❖ Ask the students to open Paint program and draw shapes using pencil tool. 	<ul style="list-style-type: none"> ❖ Show how to open the paint and use the tool in paint by showing the drawing picture. 	<p>Draw the circle, square, rectangle, home and colour them. (Page no – 42)</p>

6.	Introduction to Scratch Jr	December (23) January(09)	(14)	<ul style="list-style-type: none"> To enable the students to study the components of Scratch Jr Window, adding text, adding new character ,Moving a Sprite and Saving project in Sprite 	<ul style="list-style-type: none"> To enable the students to study the components of Scratch, Moving a Sprite, Drawing and Saving project in Sprite 	<ul style="list-style-type: none"> Open Scratch and draw colorful circles.  <ul style="list-style-type: none"> Save your drawing and exit from scratch. Re-open a drawing in Scratch. 	<ul style="list-style-type: none"> Demonstration will be shown on the ICR. 	<ul style="list-style-type: none"> Objectives type questions Draw the following shapes in scratch. (page no.53)
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Subject Teacher
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Mrs. Supriya Ankush
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Moderator

Principal