




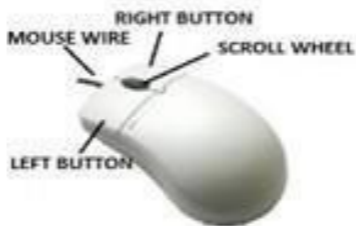

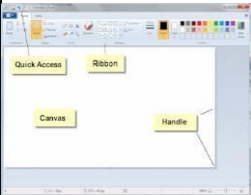




VIDYA PRATISHTHAN'S
DR. CYRUS POONAWALLA SCHOOL (CBSE)
ANNUAL CURRICULUM PLANNING 2026 – 27

Sub-Computer Studies

Std.-I

Sr. No .	Topic	Month & No of days	No. of Periods	Learning Objectives	Expected Learning outcomes	Activity	Teaching Aids	Assessment
1	Computer: A Machine 	April (20) June (16)	(12)	<ul style="list-style-type: none"> ❖ To enable the students to know the types of things, machines and computer is a machine. ❖ To enable the students to know the types of computer. 	<ul style="list-style-type: none"> ❖ Students can identify natural things and human made things. ❖ Students can understand computer is smart machine ❖ Students can identify the types of computer. 	<ul style="list-style-type: none"> <input type="checkbox"/> Show different things on ICR and ask students to identify natural thing and human made thing. <input type="checkbox"/> Show types of computer on ICR. 	<input type="checkbox"/> Demonstration will be shown on the ICR.	<ul style="list-style-type: none"> ❖ Objectives type questions ❖ Name the natural things and human made things and types of computer. (Page no. 07)
2	Parts of a Computer 	(July 23)	(12)	<ul style="list-style-type: none"> <input type="checkbox"/> To enable the students to know the parts of a computer and other devices which can be connected to the computer. 	<ul style="list-style-type: none"> ❖ Show parts of the computer and Ask the students to identify main parts and others parts of computer. 	<ul style="list-style-type: none"> <input type="checkbox"/> shown each part in video and see its functioning on ICR. 	<input type="checkbox"/> Show functioning of the computer parts on the ICR.	<ul style="list-style-type: none"> ❖ Objectives type questions ❖ Can you name the different parts of the computer? (Page no. 14)

3.	<p>Handling a Mouse</p> 	<p>November (10) December (16)</p>	(14)	<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 different mouse actions 	<ul style="list-style-type: none"> Draw picture of a mouse and 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"> Objectives type questions Colour and label mouse diagram. (Page no.16)
4.	<p>Using the Keyboard</p> 	<p>October (19)</p>	(12)	<ul style="list-style-type: none"> To enable the students to know the different keys present on the keyboard. 	<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. 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"> Objectives type questions (Page no.23)
5	<p>Working in MS Paint</p> 	<p>Aug (18) Sept (20)</p>	(10)	<ul style="list-style-type: none"> To enable the students to study how to use different tools and working with colour groups. 	<ul style="list-style-type: none"> Students can draw shapes and colour it. 	<ul style="list-style-type: none"> Open MS Paint and draw different shapes and fill colours of your choice. 	<ul style="list-style-type: none"> Demonstration will be shown on the ICR. 	<ul style="list-style-type: none"> Objectives type questions Write the names of tools. (Page no. 42)
6	<p>More on Scratch Jr</p> 	<p>December (16) January (19)</p>	(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, select sprite, background, moving a sprite and save project. 	<ul style="list-style-type: none"> Draw sprite in scratch 	<ul style="list-style-type: none"> Demonstration will be shown on the ICR 	<ul style="list-style-type: none"> Objectives type questions Create the given scene using scratchJr. (page no.53)

Subject Teacher
Mrs. Supriya Ankush
Mrs. Punam Sapkal.

Moderator

Principal

