

SYLLABUS FOR THE YEAR (2026 - 2027)

SUBJECT : COMPUTER

CLASS- I

CHAPTER	TOPIC	POINTS TO BE COVERED	PRACTICAL & ACTIVITY
1.	COMPUTER: A MACHINE	<ul style="list-style-type: none">• Natural and Human-Made Things• Machine• Computer-A Smart Machine	<ul style="list-style-type: none">• PPT presentation to explain the difference between natural and man-made things with suitable examples.• Visit to the computer lab to show the different parts of a computer.
2.	USES OF A COMPUTER	<ul style="list-style-type: none">• Computer-A Useful Machine• Places Where Computers Are Used	<ul style="list-style-type: none">• Video presentation to teach the basic parts of a computer and discuss the different places where computers can be used.
3.	PARTS OF A COMPUTER	<ul style="list-style-type: none">• Main Parts of a computer• Other Parts of a computer• Input And Output Devices	<ul style="list-style-type: none">• Turn on a computer• Turn off a computer• PPT Presentation to show input and output devices with suitable examples.
4.	THE KEYBOARD AND THE MOUSE	<ul style="list-style-type: none">• Keyboard• Mouse	<ul style="list-style-type: none">• Mouse handling (left click, right click, and scroll button) and practice of basic mouse actions.• Presentation to explain different keys of the keyboard (alphabet keys, number keys, arrow keys, etc.).
5.	TUX PAINT	<ul style="list-style-type: none">• Starting Tux Paint• Parts of Tux Paint Window• Tools of Tux Paint	<ul style="list-style-type: none">• Open and close Tux Paint• Working with Tools of Tux Paint (New Tool, Fill Tool, Paint Tool, Text Tool etc.)
6.	REASONING AND CRITICAL THINKING	<ul style="list-style-type: none">• Working With Shapes• Recognizing Patterns• Word Search• Directions	<ul style="list-style-type: none">• Learning about Patterns and Shapes.• Videos and Activities based on Word Search and Directions.

7.	INTRODUCTION TO SCRATCH JR	<ul style="list-style-type: none"> • Components of a ScratchJR Window • Adding A New Character • Changing The Background • Creating a SratchJR Project • Saving And Executing A project 	<ul style="list-style-type: none"> • Video Presentation to show the different Components and tools of ScratchJr
8.	INTRODUCTION TO ARTIFICIAL INTELLIGENCE	<ul style="list-style-type: none"> • Natural and Artificial Things • Natural Intelligence • Artificial Intelligence 	<ul style="list-style-type: none"> • Difference between Natural and Artificial things • Video Presentation to Show Natural Intelligence and Artificial Intelligence