

SYLLABUS FOR THE YEAR (2025- 26)

SUBJECT: COMPUTER

CLASS- II

CHAPTER	TOPIC	POINTS TO BE COVERED	PRACTICAL & ACTIVITY
1.	WONDERS OF A COMPUTER	<ul style="list-style-type: none">• Computer and Human• Types of Computers• Application Areas Where Computers are used	<ul style="list-style-type: none">• PPT Presentation on different types of computers and their uses.• Video presentation on various application areas where computers are used.
2.	WORKING OF A COMPUTER	<ul style="list-style-type: none">• Working of Machines• How Computer Works	<ul style="list-style-type: none">• Visit to the computer lab to learn about the working of a computer.• Turn on a computer• Turn off a computer
3.	IPO DEVICES	<ul style="list-style-type: none">• Input Devices• Processing Device• Output Devices• Storage Devices	<ul style="list-style-type: none">• Quiz to identify different computer devices (input, output, processing and storage devices).
4.	THE KEYBOARD AND THE MOUSE	<ul style="list-style-type: none">• Keyboard• Mouse• Desktop and Icons• Keyboard and Mouse in a Laptop	<ul style="list-style-type: none">• Mouse handling (mouse pointer, mouse actions, etc.).• Learn to use different keys of the keyboard (Caps Lock key, symbol keys, etc.).• Lab visit to identify and recall the different components of a computer desktop.
5.	INTRODUCTION TO WORD 2019	<ul style="list-style-type: none">• Benefits of Using Word 2019• Starting Word 2019• Components of Word 2019 Window• Typing the Text• Saving a Document	<ul style="list-style-type: none">• Open, close and save a document in Microsoft word.• Practicing typing text in Microsoft Word.• Working on formatting documents (font style, size, colour etc.).

6.	LET'S LEARN PAINT	<ul style="list-style-type: none"> • Starting Paint • Components of the Paint Window • Drawing Shapes • Filling Color in a Shape • Drawing Freehand • Typing in Paint • Using Magnifier • Choosing Color • Selecting 	<ul style="list-style-type: none"> • Open and close Microsoft Paint. • Draw different line patterns. • Draw shapes and fill them with different colors. • Draw your favourite cartoon character. • Create a birthday invitation card.
7.	REASONING AND ANALYSIS	<ul style="list-style-type: none"> • Number Pyramid • Number Grid • Secret Message: Decoding 	<ul style="list-style-type: none"> • Activity based on Number Pyramid, Number Grid and Secret Message Decoding.
8.	MORE OF SCRATCHJR.	<ul style="list-style-type: none"> • Components of ScratchJr Window • Controlling the Script • Moving the Character • Modifying the Character • Adding Sound • Controlling the Character • Creating a Project • Saving a Project 	<ul style="list-style-type: none"> • Video Presentation on ScratchJr (Components of ScratchJr Window, Creating Project, Saving a project etc.)
9.	ARTIFICIAL INTELLIGENCE AROUND US	<ul style="list-style-type: none"> • Artificially Intelligent Machines • AI around Us • Robots and AI 	<ul style="list-style-type: none"> • Presentation explaining Artificial Intelligence and how AI is used around us