SNO	TOPIC	SUBTOPIC	DETAILS
		I to II Curriculam	
1	About Computers	1.1) Types of computers	Desktop, Laptop, Tab, Cellphone & Calculator .
		1.2) Parts of a computer	Identification of Screen, monitor, keyboard, mouse, Track pad, System unit
		1.3) On, off	How to switch on & off Laptop & desktop safely.
2	Basic Computer Usage	2.1)Mouse handling	How to move the mouse in position and usage of Left and Right clicks such as, dragging in the picture , double clicking.
		2.2) keyboard handling	How to use keyboard and functions of special keys that is shift, caps lock, Alphabet, Numbers and Enter key, Arrow keys.
		III Std	
1	About Computers	1.1) Types of computers	Desktop, Laptop, Tab, Cellphone & Calculator .
		1.2) Parts of a computer	Identification of Screen, monitor, keyboard, mouse, Track pad, System unit
		1.3) On, off	How to switch on & off Laptop & desktop safely.
2	Basic Computer Usage	2.1) Mouse handling	How to move the mouse in position and usage of Left and Right clicks such as, dragging in the picture , double clicking,scrolling.
		2.2) keyboard handling	How to use keyboard and functions of special keys that is Escape, caps lock, space bar, Alphabet, Numbers, Numbers lock and Enter key, Arrow keys.
3	Tux paint	3.1) Painting	Drawing filling colors related options (Paint brush, Brush model, Brush thickness, colour)
		3.2) Quit	How to close the Tux paint files.
		3.3) New slide	How to create the New slide, Save and open.
		3.4) Stamp	Click and fix the Animal picture, birds picture, Things, house, Fruit, House, Things,Models, costumes and how to apply size increase, decrease, Flip, Opposites sides, up, down in the picture.
		3.5) Text & Label	Write the Text model text resize the size.
		3.6) Line	Create line Brushes and width in brushes.
		3.7) Shapes	Drawing the Square, Rectangle, Triangle, Circle, Pentagon, Ellipse in more than shapes.
		3.8) File Operations	How to Save& print the file. Reopen.
		3.9) Special Options	Click Magic options Drawing and filling colour related options (Fill colour, bricks. Grass....)
		3.10) Eraser	How to erase Paint and Drawing in the pictures.
		3.11) Redo	Redrawing the same picture.
		3.12) Undo	To correct mistakes with out eraser option.
4	Real time programing	4.1) Grid activity(Direction)	Procedural operation with Left, Right, Up and Down directions.
5	Basic programming	5.1) Drag and drop	Use the drag & drop option to make new objects (Students will learn making bigger objects by joining smaller ones).
		5.2) Turning	Left, right,forward, backward.
		5.3) Loop	Use repeat condition for learn loop.
6	Open office - Text document	6.1) Text	Write text in the text area. Use space and enter.
		6.2) File Operations	How to save & load the file.