

| I to II Curriculum |                      |                          |                                                                                                                                                                                                  |
|--------------------|----------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SNO                | TOPIC                | SUBTOPIC                 | DETAILS                                                                                                                                                                                          |
| 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, Escape key and numberlock key.                                          |
|                    |                      | 2.3) Drag and drop       | Use the drag & drop option to make new objects (Students will learn how to make bigger objects by joining smaller ones).                                                                         |
| 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 i.e Escape, caps lock, space bar, Alphabet, Numbers, Numbers lock and Enter key, Arrow keys.                                                   |
| 3                  | Tux paint            | 3.1) Painting            | Drawing and filling colors related options (Paint brush, Brush model, Brush thickness, colour)                                                                                                   |
|                    |                      | 3.2) Quit                | How to close 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 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 etc)                                                                                                |
|   |                             | 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.                                                                                                                                                    |
|   |                             | 3.13) Fill colour             | Fill colour in a picture.                                                                                                                                                                      |
| 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 how to make bigger objects by joining smaller ones).                                                                       |
|   |                             | 5.2) Turning                  | Left, right, forward, backward.                                                                                                                                                                |
|   |                             | 5.3) Loop                     | Use repeat condition for learn loop.                                                                                                                                                           |
|   |                             | 5.4) Data                     | Understanding data and data labelling                                                                                                                                                          |
| 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.                                                                                                                                                                   |
| 7 | AI Literacy                 | 7.1) What is AI               | Understand the concept of Artificial Intelligence and distinguish between AI and non-AI based systems. Explore real-world applications of AI and learn how machines can be trained using data. |