

Lesson Plan Computer Session (2026-2027)

class 1 April

No. of teaching days=

Topic: Computer: A machine

No. of days required to complete the topic: 4

L-1 : Computer: A Machine

Learning Outcomes

1) Knowledge Objective: Students will be able to learn about definition of computer.

2) Understanding objective: Students will be able to learn the features of computer.

3) Application Objective: Students will be able to learn that what tasks that can be done on a computer.

4) Skill objective: Students will be able to learn about that what we can do on a computer.

Previous knowledge Testing: Students will be asked that computer is a machine or man-made thing, and it is an automatic machine or manual machine.

Teaching aids: Chalk, Duster board, Books, computer lab. Pedagogical

Strategies:

The teacher will explain about the definition of computer and list the features of computer and also explain about the tasks that can be done on a computer and also explain about different computers that are commonly used now a days. [Desktop Computer, laptop and smartphone and explain about portable computer

Experiential Learning:

The students will be given a activity of draw and colour a computer and a laptop and distinguish between them as laptop is portable laptop is portable computer but desktop computer is not.

Art Integration:

With the help of teacher, the students go to the computer laboratory and count how many computers are there and also notice other machines like laptop, printer, and smartphone in computer laboratory and try to guess their names and also ask their Uses from them.

Interdisciplinary Linkages and infusion of Life skills:

Students will be able to learn definition of computer and What are the features of computer and also learn about the tasks that can be done on a computer like playing games, doing calculations, typing stories, drawing and colouring pictures and listening to music. They also learn about different types of computers that are used now commonly used like desktop computer, laptop, and smartphone and also they learn about portable computer.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT (Information and communication Technology)

eBook, book.

-internet →

<https://www.youtube.com/watch?v=jj7xwtePkmw&pp=ygUSY29tcHV0ZXIgaYSBtYWNoaW5l>

Assessment Items: To check the conceptual clarity various types of assessments be done.

Exercises in the computer book will be done.

Feedback and Remedial Teaching:

Students will be asked to learn different uses or tasks that can be done, perform on computer and different types of computer that are commonly used now a days practically.

Inclusive Practices and full participation without discrimination:

- * Reading Books
- * Watching videos
- * Collaboration
- * Group Discussion.

Topic: A useful Machine

No. of days required to complete the topic: 2

L-2 A Useful Machine

Learning Outcomes

- 1) knowledge: Students will be able to Computer learn about different uses of a computer.
- 2) Understanding objections: Students will be able to learn different computer programs used for different purposes.
- 3) Application objective: Students will learn how it is used on computer, how stories typed on computer.
- 4) skill objective: Students will be able to learn about what we can do on a computer.

Previous knowledge testing

Students will be asked to about what tasks they can perform in computer.

Teaching aids: Chalk, Duster, Board, Books computer lab.

Pedagogical Strategies

Teacher will explain about computer is an intelligent machine. It helps us to do tasks with high speed and great accuracy. We can play games, watch cartoons and movies, listen to music, type stories and letters, draw and Paint, doing calculations, chatting with friends using Facebook, messengers and Snapchat and WhatsApp also make video calls.

Experiential Learning: The students will be given an activity of observing the uses of a computer and draw one use of computer and colour it on A4 size sheet.

Art Integration: with the help of teacher, the students will identify the activity and write one sentence about that activity and also discuss about some places where they have seen computers being used.

Interdisciplinary Linkages and infusion of Life skills:

Students will be able to learn that computer is an intelligent, and it helps us to do many tasks with high speed and great accuracy. They learn that a monitor is a computer that displays visuals. Students can do many things on a computer such as play games, Watch movies, listen to music, draw and colour pictures.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT information and communication Technology)

eBook, Book

internet: <https://www.youtube.com/watch?v=pJf9bx8rH94>

Assessment Items: To check the conceptual clarity various types of assessments will be done.

Exercises in the computer Book will be done.

Feedback and Remedial Teaching:

Students will be tasked What are the various uses of computer and show them practically in computer lab how the computer is used for different purposes.

Inclusive Practices and full participation without discrimination:

- * Reading Books
- * Watching Videos
- * Collaboration
- * Group Discussion

May

No. of teaching days: 24

Topic: Parts of a computer

No. of days required to complete the topic: 4

L-3 Parts of a computer

Learning Outcomes

1) knowledge Objective: Students will be able to learn about the main parts of computer.

2) Understanding objective: Students will be able to learn about the functions of the different parts of a computer.

3) Application Objective: Students will be able to learn that how each part of a computer works practically.

4) skill objective: Students will be able to learn about that a computer can perform many tasks at a time.

Previous knowledge Testing.

Students will be asked about different uses of computer and name some computer programs.

Teaching aids: Chalk Duster, Board, Books, Computer .

Pedagogical Strategies

Teacher will explain about the main parts of a computer. They also learn that a computer can perform many tasks at a time. A Computer has many parts they help the computer to perform all the tasks. They also learn the functions of different parts of a computer.

Experiential learning: Students will be given an activity of collect or draw the pictures of the main parts of computer and colour it and name them on A4 sheet.

Art Integration:

With the help of teacher, the students visit the computer Laboratory and count the number of computers and also try to hold the mouse

and press key on the keyboard and also discuss the functions of the main parts of a computer and also recognize them.

Interdisciplinary Linkages and infusion of Life Skills

Students will be able to learn about the main parts of a computer i.e. Monitor, CPU, Mouse, Keyboard. These parts of a computer work together to complete all the tasks. Each part has a specific function in the working of a computer. Computer can perform many tasks at a time. They also learn what is the difference between LCD monitor and CRT monitor.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT/ information and communication Technology)

eBook, Book.

Internet: <https://www.youtube.com/watch?v=zh10mJEOjJ4>

Assessment Items:

To check the conceptual clarity various types of assessments will be done.

Exercises in the computer book will be done.

Feedback and Remedial Testing

Students in the Computer lab will be asked what are the main parts of computer, name them and show them.

Inclusive Practices and full participation without discrimination:

- *Reading Books

- * Watching Videos

- * collaboration

- * Group Discussion

July

No. of teaching days: Topic:

Know the Keyboard

No. of days required to complete the topic: 4

L-4 KNOW THE KEYBOARD

Learning Outcomes

1) knowledge objective: Students will be able to learn about Keyboard.

2) Understanding Objective: Students will able learn the list of different types of keyboards.

3) Application objective: Students will be able to learn about the functions of some important keys on a keyboard.

4) skill objective:

Students will be able to learn about the different keys on a keyboard.

Previous knowledge Testing

Students will be asked about the other parts of a computer. like. UPS, Printer, speakers, microphone.

Teaching aids: chalk, duster, board, Books, computer lab.

Pedagogical Strategies

Teacher will explain about the keyboard i.e., Keyboard is a part of a computer that allows you type text. Keyboards come in different shapes and sizes. The most popular Keyboard are QWERTY and multimedia. Multimedia has 104 main keys and some additional

Keys. Teacher will explain about different types of Keys i.e., Alphabet Keys, Number keys, Enter Keys, Backspace Keys, Allow Keys, Space Bar Keys.

Experiential Learning: The students will be given an activity with the help of elder, cut 36 Squares from cardstock papers. Draw alphabet and number keys on the cut out and paste them in A4 sheet.

Also circle the alphabet keys on a keyboard and colour the numeric keys.

Art Integration

with the help of teacher, the student will type your name, age and grade in Notepad. Also, the use of students will learn the use of enter key, Backspace key, space bar key.

Interdisciplinary Linkages and infusion of Life skills.

Student will be able to learn that keyboard is one of the main parts of a computer. It is most commonly used input device. Keyboard come in different shapes and sizes. The most popular keyboards are QWERTY and multimedia. A standary QWERTY Keyboard has 104 keys on it. Multimedia keyboards have main 104 keys and some additional Keys. It has 26 alphabet Keys. It has 10 number keys. some special Keys like enter key, Backspace key, snow keys, spacebar keys and arrow Keys.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT (Information and Communication Technology)

eBook, Book

internet: <https://keyboardtester.io/types-of-keyboards>

Assessment Items:

To check the conceptual clarity various types of assessments will be done.

Feedback and Remedial Testing

Students in the computer lab (slow learners) will learn the working of keyboard by typing in notepad and how enter key, Spacebar key, backspace will work.

Inclusive Practices and full participation without discrimination

- * Reading Books
- * Watching videos
- * Collaboration
- * Group discussion.

August

Oral Revision Of Term 1 Syllabus

September

Term 1 Exams

October

No. of teaching days:

Topic: Know the mouse

Class: 1

No. of days required to complete the topic: 3

L-5 KNOW THE MOUSE

Learning Outcomes

1) Knowledge objective: Students will be able to learn about a mouse.

2) Understanding objective: Students will be able to learn the activities which we can do with a mouse.

(3) Application objective: Students will be able to learn the names of different mouse buttons and define a mouse pointer.

4) Skill objective: Students will be able to learn how to hold, click and drag a mouse.

Previous knowledge Testing

Students will be asked about the different keys of keyboard and their functions.

Teaching aids: chalk, duster, Board, Books, Computer lab.

Pedagogical Strategies:

Teacher will explain about the mouse and also list the activities that we can do with a mouse and also label the names of different mouse buttons. Students will that like a Keyboard, a mouse is another main part of the computer. Teacher will explain the small arrow on the computer screen is called mouse pointer and also list the steps to hold, click and drag a mouse.

Experiential Learning:

Students will be given an activity of collect two sets of pictures of different actions of mouse such as click, double click, right click and drag and drop and paste them on A4 sheet.

Assessment Items: To check the conceptual clarity various types of assessment will be done.

Feedback and Remedial Testing:

Students in the computer lab will learn about different mouse click by doing painting in Ms-Paint.

Inclusive Practices and Full Participation without discrimination:

- * Reading Books
- *Watching videos.
- *collaboration
- * Group discussion

Art integrations:

with the help of teacher, the students will visit the computer lab and they will hold the mouse in a correct way and bring the mouse pointer on Start button and click and then click on the Calculator icon and click on numbers 1 to 10 and then click the close button.

Interdisciplinary Linkages and infusion of Life skills

The students will be able to learn about the activities that we can do with a mouse and label names of different mouse buttons and also learn that mouse is another main part of the computer like keyboard. They also learn the functions with different mouse buttons and also get learn about small arrows on the computer screen is called mouse pointer.

Recapitulation will be done. Oral revision will be given.

Resources including ICT (information and communication Technology)

eBook, Book

internet: www.computerhope.com/jargon/m/mouse.html

November

No. of teaching day:

Topic: Fun With Paint

No. of days required to complete the topic: 4

L-6 Fun With Paint

Learning Outcomes:

1) Knowledge objective: Students will be able to learn paint program.

2) Understanding objecting: Students will be able to learn the components of Paint window.

3)Application objective: Students will be able to learn draw and colour

Shapes.

4) skill Objective: Students will be able to learn how to do colourful drawing with many functions.

Previous knowledge Testing:

Students will ask about the mouse clicks and functioning of right clicks and left click.

Teaching aids: chalk, duster, Board, Books, computer lab.

Pedagogical Strategies:

The teacher will explain about the Paint, and the components of paint window like quick access tool bar, title bar, minimize button, Maximize button, close button, Ribbon etc. The teacher will explain about drawing different shapes like Rectangle or square shape, Line shape, Polygon shape.

Experiential learning:

The students will give an activity to draw pictures in Paint and color them using Line Tool, Oval tool and Rectangle tool.

Art Integration: With the help of teacher visit the computer lab and launch the computer and Paint program on the computer and draw various pictures in it and colour it.

Interdisciplinary Linkages and infusion life skills:

Students will be able to learn how to launch Paint program and it is commonly used drawing and coloring application. They are also able to learn the components of Paint window and how to draw different shapes and color it.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT (information and communication Technology)

eBook, Book.

Internet: <https://www.youtube.com/watch?v=q5vfu0Nse8c>

Assessment Items:

To check the conceptual clarity various types of assessments will be done.

Feedback and Remedial Testing:

Students in the Computer lab will learn practically how to launch Microsoft Paint and how to draw different shapes and color it.

Inclusive Practices and full Participation without discrimination

*Reading Books

*Watching videos

*Collaboration

*Group discussion

December

No. of teaching days:

Topic: TUX PAINT

No. of days required to complete the topic: 3

L- 7 FUN WITH TUX PAINT

Learning Outcomes

1) Knowledge objective: Students will be able to learn the TUX Paint.

2) Understanding Objective. Students will be able to learn the steps to use TUX Paint.

3) Application objective: Students will be able to learn how to open an image, draw and colour.

4) Skill objective: Students will be able to learn how to drawing in TUX Paint.

Previous knowledge Testing:

Students will ask the functioning of different click on mouse. Teaching aids: Chalk, duster, Board, Books, Computer Lab.

Pedagogical Strategies: The teacher will explain that Drawing and Colouring pictures on a computer is more fun than on paper. We need many tools to draw on a paper. But on a computer, we simply need to open a drawing program and draw. TUX Paint is the most child friendly drawing program. TUX Paint is a free drawing and colouring software program. It can be downloaded from WWW.tuxpaint.org. After downloading it needs to be installed on the computer.

Experiential Learning: Students will be given an activity of identify the components in TUX PAINT and name them.

Art integration: With the help of teacher the students visit the computer laboratory and start TUX Paint on the computer. Open a readymade drawing and fill color in it. Save the work.

Interdisciplinary Linkages and infusion of Life skills: Student

will be able to learn how to open Tux Paint.

click → Tux Paint→ Tux Paint. The tux window consists of canvas, toolbar, selector, color palette and help box. Tux paint is a wonderful drawing program. It is easy to use and learn. Tux Paint is the most friendly drawing program.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT/ information and Communication Technology)

eBook, Book.

Internet: WWW.tuxpaint.org.

Assessment items:

To check the conceptual clarity various types of assessment will be done.

Feedback and Remedial Testing:

Students in the computer Lab will learn practically how to open Tux Paint and list the steps to use Tux Paint and do drawing.

Inclusive Practices and full Participation without discrimination:

- * Reading Books
- * Watching videos
- *collaboration
- * Group discussion.
- * **January**
- * No. of teaching days
- * Topic: Introduction to ScratchJr
- * **L- 8 Introduction to ScratchJr**
- * No. of days required to complete the topic: 3
- * Learning Outcomes.
- * 1) knowledge Objectives: The students will be able to learn features of ScratchJr.

- * 2) Understanding Objective: The students will be able to learn how to add multiple characters.
- * 3) Application objective: The students will be able to learn how to create simple animated stories.
- * 4) Skill objectives: The students will be able to develop logical thinking and creativity.
- * Previous knowledge Testing: The students will be asked about the basic use of scratchJr and how to add a character.
- * Teaching aids: Chalk, duster, board, Books, Computer.
- * Pedagogical Strategies: The teacher will explain about how to add multiple characters and explain that each character can have its own actions. They can use more than one block like Motion Blocks, Sound Blocks, Looks Blocks, Control Blocks. The teacher will explain how to create a story using combination of characters and blocks.
- * Experiential Learning:
 - * The students will be able to do an activity of “create their own cartoon”.
 - * They open ScratchJr and add two characters and make them move, speak, interact. For Example Cat says “Hello”.
- * Art Integration:
 - * With the help of teacher, the students visit the computer lab and start ScratchJr on the Computer and draw a scene of any ScratchJr story.
- * Recapitulation: will be done. Oral revision will be given.
- * Resources including ICT (information and communication Technology)
 - * eBook, Book
 - * internet: www.ScratchJr.com
- * Assessment items: To check the conceptual clarity various types of assessments will be done.
- * feedback and Remedial Testing: Students in the computer lab will learn about how to do colourful drawing in Tur Paint.
- * Inclusive practices and full participation without discrimination:

- * * Reading Books.
- * * Watching Videos.
- * * Collaboration.
- * * Group Discussion

February

No. Of Teaching Days :

Oral revision of whole syllabus of term 2

March

Final Exams

