

Lesson Plan Computer Session (2026-2027)

Class 2

April

No. of teaching day:

Topic – Computer- A Smart Machine

No. of days required to complete the topic: 3

L-1 Computer - A Smart Machine

Learning Outcomes

objectives

(1) Knowledge objective: Students will be able to learn about uses of computer.

(2) Understanding Objective: Students will able to differentiate between computer and human being . They will know about functions of Computer.

(3) Application objective:

Students will understand that a machine is not superior to a human being.

4) Skill objective: Students will be able to know about a multipurpose computer machine.

Previous knowledge Testing.

Students will be asked.

1) Difference between Natural and man-made things.

2) Mayor parts of a computer.

3)Features of Computer.

Teaching Aids: Chalk, Duster, Board, Books, Computer lab.

Pedagogical Strategies: The teacher will explain about different purposes of computer and state capabilities of a human being and different types of computers how a day and how the computer used an alternative for many things.

Experiential Learning: Students will be given the activity: Paste the picture of gadgets that are not required if computer is present on A4 or coloured sheet.

Art Integration: Different types of computers which are commonly used will be shown to the students in the computer lab and also shown the different purposes of computer.

Interdisciplinary Linkages and infusion of Life skills: Students will be able to know that What are the uses of computer like typing and reading stories, playing games, listening to music, drawing and colouring, solving sums, watching movies and cartoons . It is also used in hospitals and Banks.

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

Resources including ICT (Information and Communication Technology)->

eBook, Books.

Internet: <https://www.youtube.com/watch?v=RQ33KxaCJ4I>

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 asked to learn different uses of computer and different types of computers in computer lab practically.

Inclusive Practices and full participation Without discrimination.

*Reading Books

*Group Discussion.

*Collaboration

* Watching videos

May

No. of teaching days:

Topic: How does a Computer Work

No. of days required to complete the topic:2

L-2 How does a Computer Work.

Learning Outcomes

objectives

(1) Knowledge objective: Students will be able to learn the machine accepts input and gives output.

(2) Understanding Objective: Students will be able to understand that how a processing is done in the machine.

(3) Application objective:

Students will understand that how IPO cycle implements in our real life.

4) Skill objective: Students will be able to know about a multipurpose computer machine.

Previous knowledge Testing.

Students will be asked.

1) Difference between Natural and man-made things.

2) Uses of Computer.

Teaching Aids: Chalk, Duster, Board, Books, Computer lab.

Pedagogical Strategies: The teacher will explain about how a computer works. It needs instructions or data (called input) to do the tasks. To take input, process it and provide result (output), a computer needs the following devices.

Input Devices → Processing Device → Output device.

The person who gives input to the computer or works on the computer is called a user.

The teacher will explain about IPO Cycle i.e Input-Process-Output and relate IPO cycle with the real life example like Washing of dirty Clothes:

Input: Dirty Clothes

Process :Washing clothes in Machine

Output :Washed Clothes.

Experiential Learning: Students will be given the activity: To Use the Calculator program on a computer to calculate a sum. Write the Input, Process and Output of its IPO cycle.

Art Integration: Students will be given an activity of draw a IPO Cycle on any Real Life Example

Interdisciplinary Linkages and infusion of Life skills: Students will be able to know that how the processing of computer is done with the help of CPU and how it is correlated with real life problems.

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

Resources including ICT (Information and Communication Technology)->
eBook, Books.

Internet: <https://www.youtube.com/watch?v=RQ33KxaCJ4I>

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 asked to learn different uses of computer and different types of computers in computer lab practically.

Inclusive Practices and full participation Without discrimination.

*Reading Books

*Group Discussion.

*Collaboration

* Watching videos

Topic: Parts of a computer

No. of days required to complete the topic: 2

L-3 Parts of a computer.

Learning Outcome

1) knowledge Objective: Students will learn about different parts of computer.

2) Understanding objective: Students will be able to learn the functions of each part of computes.

3) Application objective: Students will be able to learn the different input and output devices.

4) Skill objective: Students will be able to learn or recognise the different internal parts of computer and also distinguish between QWERTY and multimedia keyboards.

Previous knowledge Testing:

Students will be asked about different tasks that we can perform on computer and different places where it is used.

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

Pedagogical Strategies: The teacher will explain that computer is an electronic machine It needs instructions or data (called input) to do the tasks and various input and output devices.

Experiential learning: The students will be given an activity of identify the different parts of a computer and group them as input, processing and output devices and also the function of different parts of a computer and also collect the pictures of the same and paste them on A4 sheet.

Art Integration: with the help of teacher identify the input devices, processing device and output devices in computer lab.

Interdisciplinary Linkages and infusion of life skills

Students will be able to learn about input devices, processing devices and output devices. They learn various input devices and their uses like Keyboard, mouse, microphone, scan and also learn about processing device CPU and also

their internal parts like motherboard, memory chip, hard disk, DVD device. The output devices and their uses like headphone, speakers, monitor, printer.

Recapitulation: will be done oral revision will be given.

Resources including ICT (information and communication Technology)

eBook and 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 Teaching:

Students will be asked in the computer lab, show input devices, processing device, output devices.

Inclusive Practices and full Participation without discrimination.

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

July

No. of teaching days:

Topic: Starting and Shutting Down a computer

No. of days required to complete the topic: 4

L-4 Starting and Shutting Down a computer

Learning Outcomes

- 1) Knowledge objective:** Students will be able to learn how to turn ON and OFF a computer system.
- 2) Understanding objective:** Students will be able to learn about OS (Operating System).

3) Application objective: Students will be able to learn about recognising Windows 10 desktop.

4) Skill objective: Students will be able to open the start menu.

Previous Knowledge Testing

Students will be asked about the different parts of a computer like keyboard , mouse , CPU and Monitor and about the IPO Cycle.

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

Pedagogical Strategies:

Teacher will explain about how to ON and OFF a computer system. The students will learn about Operating system. They learn the term booting i.e., the process of loading of the OS into computer's main memory when it is switched ON. They learn the latest version of OS.

Experiential Learning

The students will be given an activity of collect a picture of windows 10 desktop and paste it on A4 sheet and label the parts of the desktop.

Art Integration With the help of teacher, the students identify the start button, taskbar, wallpaper and icons on it. Students will also learn how the computer turn OFF. Students open the Tux Paint.

click on Start button → All apps → Tux Paint

Interdisciplinary Linkages and infusion of Life skills

Students will be able to learn that computer is a wonderful machine. To work on a computer, you need to first turn it ON and then shut down means OFF a computer. They will learn about operating system that acts as a manager. It manages all the tasks of a computer system. The process of loading of the OS into computer's main memory when it is switched ON, is called start up or booting. They will learn about: Desktop background, taskbar, Icons etc.

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

Resources including ICT (information and Communication Technology)

eBook, Book

internet: <https://www.youtube.com/watch?v=HlhZxA-7kc0>

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 (slow learners) will learn how to ON and off a computer.

Inclusive Practices and full Participation without discrimination

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

August

Oral Revision of Term 1 Syllabus

September

Final Exams

October

No of teaching on days :

Topic: The Keyboard and the Mouse

No. of days required to complete the topic: 4

L-5 The Keyboard and the Mouse

Learning Outcomes

1) knowledge objective: Students will be able to learn about keyboard and Mouse.

2) Understanding objective: Students will be able to learn the functions of different keys and recognise and use different keys and different buttons of Mouse.

3) Application objective: Students will be able to identify the toggle keys.

(4) Skill objective: Students will be able to type text using keyboard on Notepad.

Previous Knowledge Testing

Students will be asked about how to start and shut down a computer and function of start button and Taskbar.

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

Pedagogical Strategies

Teacher will explain about the different keys on a Keyboard Recognising and uses of different Keys. Students will be able to identify toggle keys and type text using keyboard. Teacher will explain about keyboard I used to write on a computer it is one of the main parts of a computer. Some keys are in the shape of squares and others in the shape of rectangles. A small vertical blanking line is called cursor.

Like Keyboard, mouse is also an important input device. A mouse has two buttons and a scroll wheel. It usually comes with a cord that is connected to the system unit. The teacher will also explain about types of Mouse i.e. Wireless optical mouse, Ball mouse. A small arrow on the computer screen is called mouse pointer. It moves in the same direction in which you move the mouse.

Experiential Learning:

The students will give an activity of finding five Keyboard keys in the given maze. Circle and write them in the given space.

ART INTEGRATION With the help of teacher, the students in the computer lab and open Notepad and draw the following pyramid by typing character

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      A
    B  I  C
  D  2  *  3  E
F  4  @  @  @  5  G
    H  6  &  7  1
      J  %      K
      I

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Interdisciplinary Linkages and infusion of Life skills

Student will be able to learn about the different keys and function of different keys. Recognition of different keys and also identify toggle keys and type text using keyboard. Num lock and cap lock keys are called toggle keys. They also learn a vertical blinking line. They also learn about Enter key, backspace key, delete key, space bar key, arrow keys, caps lock key.

They also understand the uses of computer like * Pointing at Items on the computer screen.

- * Selecting and opening items on the computer.

- * Playing games on the computer.

- * Drawing and colouring pictures on computer.

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

Resources including ICI (information and communication Technology) eBook, Book.

Internet: <https://www.youtube.com/watch?v=HlhZxA-7kc0>

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

Feedback and Remedial Testing:

Students in the computer lab (slow learners) will learn the function of different keys by typing in notepad and note down the differences and how to handle mouse.

Inclusive Practices and full participation without discrimination:

- *Reading Books

- * Watching videos

- *Collaboration

- *Group discussion

November

No. of teaching day:

Topic: Let Us Paint

No. of days required to complete the topic:4

L-6 Let Us 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. How to open Tux paint on computer.

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

Pedaeogical Strategies:

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

Experiential learning:

The students will give an activity to arrange them in sequence by writing number 1 to 6 to draw a polygon shape.

*Click the Size option and choose the thickness of shape outline.

*Click the Polygon shape to select it.

*Go to the canvas. Click and drag the mouse to draw. Release the mouse when finished.

*Choose a color from the Colors group.

*Click anywhere on the canvas when you are done.

*Click on each point where your additional sides to appear.

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 able to learn how to launch Paint program and it is commonly used drawing and coloring application. It is the product of Microsoft and is also known as Microsoft Paint. They are also able to learn the components of Paint window and how to clean 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: More Tools in Tux Paint

L- 7 More Tools in Tux Paint

No. of days required to complete the topic: 3

MORE TOOLS IN TUX PAINT

Learning Outcomes.

1) knowledge Objectives: The students will be able to learn how to launch the Tux Paint program.

2) Understanding Objective: The students will be able to learn use of different tools to make drawings.

3) Application objective: The students will be able to learn how to save and close drawings.

4) Skill objectives: The students will be able to learn click and drag.

Previous knowledge Testing: The students will be asked about the how to hold to mouse and what all the different functions of mouse.

Teaching aids: Chalk, duster, board, Books, Computer lab.

Pedagogical Strategies: The teacher will explain about the tux paint. That this program allow you to draw and colour. Tux Paint is a free software for drawing and colouring. It is easy to use and learn. It comes with many tools that help to make beautiful drawings and also teach how to create shape and fill colour in shapes. The teacher will explain without how to add text into your drawings.

Experiential Learning:

The students will be given an activity to arrange the sequence from numbers 1 to 40 to draw a rectangle shape in TUX PAINT.

*Click the rectangle shape on the selector.

*Choose a colour from the colours palette.

*Click the shapes tool on the toolbar.

*Bring pointer on the canvas and drag to draw.

Art Integration:

With the help of teacher, the students visit the computer lab and start Tux Paint on the computer. Open a new readymade drawings and fill colour in it. Save the work. Open a new canvas and to draw flowers open a Magic Tool on the toolbar and choose Flowers on the selector and draw on canvas. Save the work and exit the TUX PAINT program.

Interdisciplinary Linkages and infusion of Life skills:

The student will be able to understand about the Tux Paint i.e.,

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

Resources including ICT (information and communication Technology)

eBook, Book

internet:www.tux paint.org

Assesment 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 factices and full participation without discrimination:

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

January

No. of teaching days

Topic: More in ScratchJr

L- 7 More in 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

Assesment 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 factices and full participation without discrimination:

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

February

Oral Revision of Term II syllabus

March

Final Exams

