

CLASS-3

April 2026

No. of teaching days –

Topic – The computer system

No. of days required to complete the topic –

Learning outcomes -

- 1) Knowledge objective - Students will be able to learn about hardware and software.
- 2) Understanding objective - Students will be able to understand examples of computer hardware and software.
- 3) Application objective - Students will be able to understand need of software.
- 4) Skill objective - Students will be able to learn about difference between hardware and software.

Previous Knowledge testing - Students will be asked about IPO cycle (input, process, output) and uses of input and output devices.

Teaching aids- chalk, duster, board lab, books.

Pedagogical Strategies- The teacher will explain computer hardware and software and the difference between input devices, output devices Processing devices. Type of software (system software and application software will be discussed. Lesson will be ready by student's important definitions will be underlined.

Experiential learning- students will discuss about difference computer hardware and software will do this activity (paste pictures of input devices and output devices on AU sheet.

Art integration - The students will be taken to computer lab to show how open MS word and make a list of software and hardware devices.

Inter disciplinary linkages and infusion of life skills - Students will do this activity to identify the input, output and storage devices and match them with their correct group.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links –

<http://www.comphope.com/jargon/software>

Assessment items - To check the conceptual clarity, Various assessments will be done. Exercise in the book will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully practice of spellings also

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading books
- 3) Group discussion

CLASS-3

May 2026

No. Of Teaching days –

Topic – Introduction to window 10.

No. of days required to complete the topic -

Learning outcomes-

- 1) Knowledge Objective -students will able to learn different operation systems.
- 2) Understanding objective - students will able to understand the role of operation systems.
- 3) Application objective - Students will be able to recognise and locate components of window 10 desktop.
- 4) Skill objective - Students will be able to Learn how to change background picture of the desktop .

Previous Knowledge testing – student will be asked set screen saver option,change wallpaper option and set date and time option.

Teaching aids - computer lab , books, duster, board,chalk.

Pedagogical Strategies - The Teacher will explain components of taskbar changing desktop icons, mouse pointer and changing screen saver option will be done. Some important keywords window , taskbar , taskview , start button , wallpaper , desktop icon will also be discussed and underlined.

Experiential learning Hands on activity - students will do these different features of window. Students will do this activity to create a chart to show the steps of setting of wallpaper and desktop screen icons.

Art integration - The students will be taken to computer lab to show how open MS word and how to change the background the desktop and screen saver option also.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to write a paragraph in MS word and apply Bold,italic and underline option also.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links -

[http://shout.com/window 10 tutorials for beginners.](http://shout.com/window%20tutorials%20for%20beginners)

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully and do practice of spelling also.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion

CLASS-3

May 2026

No. Of Teaching days -

Topic –More on paint.

No. of days required to complete the topic -

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about paint program.
- 2) Understanding objective - students will 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 be asked about the about the mouse click and functioning of right click and left click. And how to click and drag the mouse pointer on another point.

Teaching aids - computer lab , books, duster, board, chalk.

Pedagogical Strategies - The Teacher will explain about the paint program and the components of paint window like quick access toolbar, title bar, minimize button,maximize button, close button, scroll bar, ribbon, canvas etc. the teacher will explain about drawing different shapes like rectangle, square, curve tool, and polygon shapes etc.

Experiential learning Hands on Activity – The Students will give an activity to arrange them in sequence by writing numbers 1 to 6 to draw a polygon shape.

Art integration – with the help of teachers visit the comp lab and launch paint program and draw various pictures in it and colour it also.

Inter disciplinary linkages and infusion of life skills – Student will able to learn how to lunch paint program and it is commonly used drawing and colouring application it is the product of Microsoft and is also know as MS paint. Students will be able to learn how to crop the picture and teacher will explain resize/skewing the picture option also.

Recapitulation - will be done oral revision will be given

Resources including, ICT, Information and Communication technology - Books,Internet links -

- 1) <http://www.youtube.com/watch?v=q5vfuonse8c>

Assessment items - To check the conceptual clarity, Various type of assessments will be done.

Feedback and Remedial Teaching – Students in the computer lab will practically how to launch MS paint and how to draw different shapes and color it.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion

CLASS-3

July 2026

No. Of Teaching days -

Topic –Introduction to MS word 2026

No. of days required to complete the topic -

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about word processor.
- 2) Understanding objective - students will able to understand the features of word processor.
- 3) Application objective - Students will be able to learn how to type, edit and format the text in MS word.
- 4) Skill objective - Students will be able to learn how to save, open and resave a document in MS word.

Previous Knowledge testing – student will be asked about basic editing tasks and cut, copy, paste option.

Teaching aids - computer lab, books, duster, board, chalk.

Pedagogical Strategies - The Teacher will explain some features of MS word drag and drop text option will be done, Undo and Redo options will also do discussed shortcut keys using the keyboard will also be disussed.

Experiential learning Hands on Activity – The Students will discuss different feature of MS word students will do this activity to create a chart to show cut, copy and paste features of word.

Art integration - The students will be taken to computer lab to open MS word application to create a leave application save the leave application and close it.

Inter disciplinary linkages and infusion of life skills – Student have done the activity to cut the first sentence the paragraph and paste it at the end of his paragraph.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links –

- 1) www.dbgyan.files.wordpress.com

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully and do practice of spelling also.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion.

August 2026 - Revision of term-1 (L-1,2,3,4)

September 2026 – Half Yearly Exam.

CLASS-3

October 2026

No. of teaching days – 24

Topic – Basic Microsoft word 2016

No. of days required to complete the topic – 4

Learning outcomes -

- 1) Knowledge objective – The Students will be able to learn about word processor.
- 2) Understanding objective -The Students will be able to understand the features of word processor.
- 3) Application objective - The Students will be able to learn how to type, edit and format the text in MS-Word.
- 4) Skill objective – The Students will be able to learn how to save, open and resave a documents in MS-Word.

Previous Knowledge testing - Students will be asked basic editing tasks and cut, copy, paste option.

Teaching aids- chalk, dusted, board, comp lab, books.

Pedagogical Strategies- The teacher will explain some features of MS-word drag and drop the text option will be done. Undo and redo options will also be discussed. Steps of how to open a new document in MS-word also be done. Shortcut keys using the keyboard will also be discussed. Some important keyboard word processor and cursor will also be done. Lesson will be read by students. Important definition will be underlined.

Experiential learning- The students will discuss difference features of Microsoft word. Students will do this activity to create a chart to show cut, copy and paste features of word. Students will do this activity to observe the following window and answer the question.

Art integration - The students will be taken to computer lab to open MS-word application to create a leave application save the leave application and close it. Open the leave application and change the reason for taking the leave.

Inter disciplinary linkages and infusion of life skills – Students have done the activity to cut the first sentence paragraph and paste it at the end of his paragraph. Copy and paste the paragraph in the same word document.

Recapitulation - Oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links –

<http://dbgyan.files.wordpress.com>

Assessment items - To check the conceptual clarity, Various assessments will be done. Exercise in the book will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully practice of spellings also.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity

- 2) Reading sooks
- 3) Group discussion

CLASS-3

October 2026

No. Of Teaching days – 21

Topic – Thinking.

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about how to divide a task in to a square of steps.
- 2) Understanding objective - students will able to understand the importance of listing steps to perform an activity.
- 3) Application objective - Students will be able to learn about follow stepwise instruction for any activity.
- 4) Skill objective - Students will be able to learn about the steps of activities that students do in their everyday life.

Previous Knowledge testing – student will be asked about a computer is a machine it takes step by step instructions from the user to prepare tasks.

Teaching aids -chalks, duster, computer lab, books.

Pedagogical Strategies - The Teacher will explain inour daily life, we do a number of activities. Every activity has a sequence of steps that needs to be followed. The teacher will give example Tanvi and moz are best friends. Both, Tavi and Moz are writing a letter to invite their friends. Moz asks Tanvi for new pen. Think! What steps does she follow to give him a pen which is on the table? Observe the steps given:-

- i) Move to the table.
- ii) Pick up the pen.
- iii) Give the pen to Moz.

Lesson will be read by students. Some important definitions will be underlined.

Experiential learning Hands on activity - students will discuss to create different things to using origami sheets and disscuss steps to turn ON or OFF a computer, fan mobile and other gadgets and students will do this activity to identify the paint tools and match them with their correct names.

Art integration - The students will be taken to computer lab to open notepad application and type steps to launch program such as notepad, paint, calculate, word and write the steps to draw a peacock in paint inn India and write about it in a few lines.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to draw mountains using different sizes of the brush. Observe the figure and identify the shapes used to draw the picture circle, rounded and rectangular.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links -

www.youidraw.com/apps/painter.

Assessment items - To check the conceptual clarity, Various Assessments will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully and do practice of spelling also.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion

CLASS-3

November 2026

No. Of Teaching days -

Topic – Basics of multimedia.

No. of days required to complete the topic -

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about multimedia concept.
- 2) Understanding objective - students will able to understand the application of basic multimedia.
- 3) Application objective - Students will be able to understand the conceptual understanding of multimedia concept.
- 4) Skill objective - Students will be able to Learn about the application of multimedia.

Previous Knowledge testing - Students will be asked about the different forms of multimedia.

Teaching aids - chalks, duster, complab, books.

Pedagogical Strategies - The Teacher will explain the different concepts of multimedia and the teacher will explain different forms of multimedia like text, audio, video, animation some important uses of multimedia will also be discussed.

Experiential learning Hands on Activity – The Students will discuss about the uses of multimedia and students will discuss about the hardware needed for a multimedia computer. Students will discuss about these hardware items- sound card, speaker, headphones, microphone, CD/DVD drive etc.

Art integration – students will be taken to computer lab and learn about that how to open or starting a windows media player. Students will discuss that window media player is software used to play audio and video files.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to rearrange the letters to name the different forms of multimedia given on P.NO.59 in comp book.

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in book will be done.

Feedback and Remedial Teaching – Students in the computer lab will practically how to launch MS paint and how to draw different shapes and color it.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading books
- 3) Group discussion

CLASS-3

December 2026

No. Of Teaching days – 19

Topic –Introduction to scratch 3.0

No. of days required to complete the topic - 3

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about scratch 3.0.
- 2) Understanding objective - students will able to understand the features of scratch 3.0.
- 3) Application objective - Students will be able to learn about create and execute scripts in scratch.
- 4) Skill objective - Students will be able to learn about another programming language called scratch.

Previous Knowledge testing – student will be asked about different features and uses of scratch.

Teaching aids - computer lab, books, duster, board, chalk.

Pedagogical Strategies - The Teacher will explain some features of MS word drag and drop text option will be done, Undo and Redo options will also do discussed shortcut keys using the keyboard will also be disused.

Experiential learning Hands on Activity – The Students will discuss different shortcut keys to save a project (ctrl + S) to oen a project (ctrl + O)to exit full screen mode (Esc key) and explain the steps how to open scratch and moving a sprite in clockwise direction how to save project and how to closing the scratch.

Art integration - The students will be taken to computer lab to open scratch application to create a leave application save the leave application and close it.

Inter disciplinary linkages and infusion of life skills – Student have done the activity to cut the first sentence the paragraph and paste it at the end of his paragraph.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links –

- 1) www.learnscractch.org/scratch-1

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully and do practice of spelling also.

Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion.

CLASS-3

January 2026

No. of teaching days – 19

Topic – Creating projects in scratch 3.0

No. of days required to complete the topic – 3

Learning outcomes -

- 1) Knowledge objective – The Students will be able to learn about scratch interface.
- 2) Understanding objective -The Students will be able to understand the steps to insert premade sprite.
- 3) Application objective - The Students will be able to learn about the uses of costumes.
- 4) Skill objective – The Students will be able to learn about create custom sprite.

Previous Knowledge testing - Students will be asked basic editing tasks and cut, copy, paste option components of scratch

Teaching aids- chalk, dusted, board, comp lab, books.

Pedagogical Strategies- The teacher will explain some features of MS-word drag and drop the text option will be done. Undo and redo options will also be discussed. Steps of how to open a new document in MS-word also be done. Shortcut keys using the keyboard will also be discussed. Some important keyboard word processor and cursor will also be done. Lesson will be read by students. Important definition will be underlined.

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Inclusive Practices and full participation with discrimination –

- 1) Lab Activity
- 2) Reading sooks
- 3) Group discussion

CLASS-3

February 2026

Revision of Lesson 5,6,7,8,9

CLASS-3

March 2026

Final Exams.