		Computer -5	
Days	**Months**	**Topic**	**Subject Topic**
1	April	Ch--1--Computer – History & Generations	Concept of counting Early Calculating devices - ABACUS,NAPIER'S BONES,PASCALINE,LEIBNIZ'S STEP ,ANALYTICAL ENGINE--reading and explanation
2		Ch--1--Computer – History & Generations	ANALYTICAL ENGINE,TABULATING MACHINE,Electro-Mechanical computer---reading and explanation Notebook work--What are the objects used in ancient time for counting? and names of the mechanical calculating devices
3		Computer Lab – History & Generations	Open the MS -word and make a chart of generations of the computers and calculating devices of the computer(Back Exercise)
4		Ch--1--Computer – History & Generations	Generations of the computer (Back Exercise)
5		Ch--1--Computer – History & Generations	Revision
6		Ch--1--Computer – History & Generations	Test of the ch-1
7		Ch--2--Windows-File Management	File management File explorer ---reading and explanation

8	May	Computer Lab - Windows-File Management	Selecting a files and folder, Creating Files and folder, Deleting a file /folder, Searching files --Create your own folder and sub-folder --- create your own folder on the deskop and name it **Project**.open it by double clicking on it.Create a sub folder within the project folder and name it **Document**
9		Computer Lab - Windows-File Management	Sort the files on your desktop by their type,Create a folder named MIsc on the desktop of your omputer.Open windows explorer.Move some files from the E:drive of your computer to the MIsc folder.Sort the files of this folder by their size
10		Ch--2--Windows-File Management	Revision
11		Ch--2--Windows-File Management	Test of the ch-2
12		Ch--3--Word-Table and Mail Merge	Microsoft word Creating document
13		Computer Lab - Word-Table and Mail Merge	Type a letter regarding the annual function award declaration Back exercise of the chapter
14		Computer Lab - Word-Table and Mail Merge	Inserting tables -create a table in MS Word to store the fee details in tabular format Back exercise of the chapter
15		Computer Lab - Word-Table and Mail Merge	Revision

16	July	Ch--3--Word-Table and Mail Merge	Test of the ch-3
17		Ch--4--PowerPoint--Creating Presentation	Introduction Themes and templates
18		Computer Lab--PowerPoint--Creating Presentation	Power point views Modify a background --Make a presentation on plants (page-72) Back exercise of the chapter
19	August	Computer Lab--PowerPoint--Creating Presentation	Create a presentation on plants(page-72) Animation Effects Running, Saving, Printing a Presentation Back exercise of the chapter
20		Computer Lab--PowerPoint--Creating Presentation	Slide layout and transition --Create a presentation on chapter AI Back exercise of the chapter
21		Ch--4--PowerPoint--Creating Presentation	Revision
22		Ch--4--PowerPoint--Creating Presentation	Test of the ch-4

23		Ch--5--Excel - Introduction	Introduction
24		Computer Lab--Excel-Introduction	Creating and saving worksheet --Students will create a worksheet by entering the name of five students, the marks attained by them in any four subjects and save their file.
25	September	Computer Lab--Excel-Introduction	Changing views,Opening a workbook & Closing a workbook Back exercise of the chapter
26		Computer Lab--Excel-Introduction	Open Excel and create a worksheet of the following records.(Page-81) Back exercise of the chapter
27		Ch--5--Excel - Introduction	Revision
28		Ch--5--Excel - Introduction	Test of the chapter
29	October	Ch--6--Internet--Electronic Mail(E-Mail)	E-mail and programs
30		Ch--6--Internet--Electronic Mail(E-Mail)	Parts of e-mail address (How e-mail travels) Parts of E- mail messages Back exercise of the chapter
31		Ch--6--Internet--Electronic Mail(E-Mail)	Common e-mail terms ,E-mail etiquette Back exercise of the chapter
32		Computer Lab--Internet--Electronic Mail(E-Mail)	Showing e-mail accounts components and the process of how to Send email message with an attachment (Page -93)

33	November	Ch--6--Internet--Electronic Mail(E-Mail)	Revision
34		Ch--6--Internet--Electronic Mail(E-Mail)	Test of the chapter
35		Ch--7--Programming Basics	Introduction to programming Algorithm & Flowchart
36		Ch--7--Programming Basics	Program Back exercise of the chapter
37		Computer Lab--Ch--7--Programming Basics	Open Word, type the following algorithm to find the area of rectangle and draw the flow chart by using correct symbols.
38		Ch--7--Programming Basics	Categories of computer languages Back exercise of the chapter

39		Ch--8--Scratch 3 programming	Scratch 3 Back exercise of the chapter

40	December	Computer Lab--Ch--8--Scratch 3 programming	Mathematical Operators Back exercise of the chapter
41		Ch--8--Scratch 3 programming	Conditional Programming Repeat Block--Write a script to set a number of repeats.output the word "Phew!" five times. Back exercise of the chapter
42		Computer Lab--Ch--8--Scratch 3 programming	Write a script to enter the name and age . Use if then else block to find out if he / she is eligible to vote. The age for vote should be equal to or above 18 years.
43		Computer Lab--Ch--8--Scratch 3 programming	Broadcast message between elephant and duck(Page-118) Back exercise of the chapter
44		Ch--8--Scratch 3 programming	Revision/Test of the chapter

45	January	Ch--9--Domains of Artificial Intelligence	Introduction Applications Back exercise of the chapter
46		Ch--9--Domains of Artificial Intelligence	Advantages and Disadvantages of AI, Domains Back exercise of the chapter
47		Ch--9--Domains of Artificial Intelligence	Mystery Animal (based on Natural Language processing Domain) SEMANTRIS (BASED ON DATA/NLP DOMAIN and EMOJI SCAVENGER HUNT
48		Computer Lab--Ch--9--Domains of Artificial Intelligence	Revision/Test of the chapter
49	February	Revision	Revision
50		Revision	Revision
51		Revision	Revision
52		Revision	Revision

Learning objective	Activity
Students will tracing the history of different calculating devices that have been used through the ages. Learning about the first Electro-Mechanical Computer and the first Electronic Computer in brief.	match the following
Learning about the first Electro-Mechanical Computer and the first Electronic Computer in brief.	
This activity would make students understand and analyse the generations of the computer and calculating devices of the computer	
Acquainting oneself with the main features of different generations of computers.	
Students will understand the basics of managing files, folders and sub-folders in a computer.	

Students will understand how to a select a file and folder,create files and folders,delete files and folders.This activity enhances the organizational skills of the students	
This activity enhances the organizational skills of the students	
Revision of the chapter	
Students will learn the various features of a Word Document Practicing different features available in Word to format the text.	
This intergration would make students learn writing a letter	SEA-math integration-pg-46
Students will learn how to insert and format a table in MS-Word. This activity enhance the organizational and linguistic skills of the students.	

Revision of the chapter	
Students will learn the basic features and elements of PowerPoint. students will learn how to apply the themes & templates to the slides.	
This integration will make the students learn about plants and their types.Students will learn to navigate between different PowerPoint panes and views. Students will learn how to modify backgrounds of the slides	SEA-Maths integration-pg-53
This integration will make the students learn about plants and their types. Students will learn how to perform slide transitions and animation effects. Students will practice the steps to run, save and print a Presentation.	SEA-science integration-pg-72
This activity will make the students learn about AI and they will practice the all the features of power point presentation Students will understand slide layout and content placeholders. Students will learn how to add an image, table, chart, SmartArt, media clips	
Revision of the chapter	

Students will understand the basics of Microsoft Excel and its different components.	
Students will learn the steps to create and save a worksheet, enter text, save and close the Worksheet.	
Students will understand how we can switch between different views in Excel. Students will learn the steps to open and close a workbook.	
This activity will enhance the data organization skills of the students	
	SEA-math integration-pg-81
Revision of the chapter	
Students will understand E-mail program as a popular source of communication.	
Students will get familiar with the different elements and parts of an E-mail address. Students will get familiar with the parts of an E-mail message.	
Students will understand the basic terminology related to E-mail,about basic E-mail etiquettes	
Students will learning how to send and receive emails.This activity will make students learn about e -mail correspondence.	

Students will learn how to create an algorithm following systematic procedure,Students will learn how to create a flowchart of the algorithm using different shapes	
Students will learn how different computer languages are used in order to create programs	
This activity aids in enhancing the problem solving skillls of students.	
Students will learn Categories of different computer languages.	

Students will learn about Scratch 3 and its Data types.	**Activity:**"Now let's make the sprite talk! We can use looks blocks to make the sprite say something." Step-by-Step Instructions: Go to the looks category in the blocks palette. Drag the say [Hello!] for 2 seconds block into the scripts area. Click the green flag to see the sprite speak. **Activity:** Activity: "The Box Game" (Hands-On Practice) This activity allows students to actively participate and learn by doing. Objective: Let students physically act out variables and data types to understand the concepts better. Materials Needed: 3 different colored boxes (representing different data types). Paper slips with labels like "number," "text," and "boolean." Small objects (e.g., toy blocks, buttons) to represent values for variables. Steps:

Students will learn about mathematical operators and how to implement mathematical operators in scratch	**Activity:**"Now let's make the sprite talk! We can use looks blocks to make the sprite say something." Step-by-Step Instructions: Go to the looks category in the blocks palette. Drag the say [Hello!] for 2 seconds block into the scripts area. Click the green flag to see the sprite speak. **Activity:** Activity: "The Box Game" (Hands-On Practice) This activity allows students to actively participate and learn by doing. Objective: Let students physically act out variables and data types to understand the concepts better. Materials Needed: 3 different colored boxes (representing different data types). Paper slips with labels like "number," "text," and "boolean." Small objects (e.g., toy blocks, buttons) to represent values for variables. Steps:
Students will learn the meaning of conditional programming. Students will learn to use of repeat command.	SEA-GA integration-pg-125
This integration will make the students aware about the minimum age required to vote.	
This integration will make the students learn to make a circle shape in scratch 3 .	

Students will learn the introduction about artificial intelligence, Identify applications of AI in various sectors.	
Students will learn advantages and disadvantages of AI.	
This activity consists of 20 questions which will help the students build communication skills and critical thinking.	
Revision	
Revision	
Revision	
Revision	