

CLASS-4

April 2023

No. Of Teaching days – 20

Topic – History of Computer (L-1).

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about History of Computer.
- 2) Understanding objective - students will able to understand different early calculation devices.
- 3) Application objective - Students will be able to understand how a comp came into existence.
- 4) Skill objective - Students will be able to learn different early development.

Previous Knowledge testing – student will be asked about CPU features and Basic structure of a CPU.

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

Pedagogical Strategies - The teacher will explain different early development early Abacus, Napier’s bones, pascaline, Jacquard loom, Analytical engine, and definition of Mechanical device electronic device and vacuum tube will be done ome imp early development Mark I , ENIAC, UNIVAC will also be discussed lesson will be read by students Imp keywords will be underlined.

Experiential learning Hands on Activity- create a time line of comp History in a comp notebook.

Art integration - Students will be taken to the comp lab to open MS word and how to create a time table.

Inter disciplinary linkages and infusion of life skills - Students have done the activity to write about the invention and inventors in MS word and insert the picture also.

Recapitulation - will be done oral revision will be given.

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

www.livescience.com/20718-computerhistory.html

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS-4

May 2023

No. Of Teaching days - 25

Topic – Input and Output devices (L-2).

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about name of different Input and Output devices.
- 2) Understanding objective - students will able to understand the function of different Input and Output devices.
- 3) Application objective - Students will be able to understand function of CPU.
- 4) Skill objective - Students will be able to learn difference b/w Input and Output devices.
- 5) .

Previous Knowledge testing – student will be asked about various type of keys on a keyboard and functions of different set of keys on a keyboard.

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

Pedagogical Strategies - The teacher will explain different Input and Output devices. Definition of input and output devices will be done. Some imp keyboards Barcode, OCR,OMR and MICR will also be discussed Processing device (CPU) will also be discussed. Lesson will be read by students. Imp definition will be underlined.

Experiential learning Hands on Activity- Students will discuss uses of different input and output devices and student will do this activity (paste the picture of input, output and processing device on A4 sheets)

Art integration - Students will be taken to the comp lab to show how to open MS word and write about all input and output devices.

Inter disciplinary linkages and infusion of life skills - Students have done the activity to write about the devices under correct heading.

<u>Input devices</u>	<u>output devices</u>
Light pen	Printer
Keyboard	Speaker
Web Cam	Monitor
Scanner	Projector

Recapitulation - will be done oral revision will be given.

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

www.wikipedia.org/wiki/barcode_reader

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS-4

May 2023

No. Of Teaching days - 25

Topic – Computer memory and storage (L-3).

No. of days required to complete the topic 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about Computer memory and basic term related to computer memory.
- 2) Understanding objective - students will able to understand the differentiate b/w primary and secondary memory.
- 3) Application objective - Students will be able to understand primary chips and secondary storage devices.
- 4) Skill objective - Students will be able to type of memory and classification of computer memory.

Previous Knowledge testing – student will be asked three components of CPU namely. The memory or storage unit, the control unit or Arithmetic logic unit.

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

- 1) Pedagogical Strategies - The teacher will explain basic terms related to computer memory. Bits and bytes and other units of memory will be done. Type of primary memory (RAM and ROM) will be discussed. Some memory, magnetic storage media will also be discussed. Lesson will be read by students. Imp definition will be underlined.

Experiential learning Hands on Activity- Students will discuss different secondary storage devices and students will do this activity (paste the picture of secondary storage devices on A4 sheets.)

Art integration - Students will be taken to the comp lab to show how to open MS word and create a list of primary memory and secondary memory storage devices and save it or insert the relevant pic also.

Inter disciplinary linkages and infusion of life skills - Students have done the activity to write about the classification of comp memory in MS word.

Primary memory RAM, ROM.

Secondary Memory Hard disk,CD,DVD,Pendrive.

Recapitulation - will be done oral revision will be given.

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

www.adrc.com/ckr/optical_discs.html

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS-4

July 2023

No. Of Teaching days - 18

Topic – working window 10.

No. of days required to complete the topic – 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about different operating system.
- 2) Understanding objective - students will able to understand the role of operating system.
- 3) Application objective - Students will be able to learn recognise and locate the component of window to desktop.
- 4) Skill objective - Students will be able to learn how to change background pic of desktop. operating system.

Previous Knowledge testing – student will be asked to 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 component of taskbar.changing desktop icon, mouse pointer and changing screen saver option will be discussed. Some important keywords window, icon, desktop, wallpaper and window will be read by student. Important definition will be underlined.

Experiential learning Hands on Activity - Students will discuss the different feature of window. In student will do this activity to create a chart to show the steps to change the wallpaper and screen saver. The student will discuss component(desktop background, desktop icon and screen saver)

Art integration - The students will be taken to computer lab to show how to open MS-word and how to change the background of the desktop and screen saver option also. And explain the icon on the desktop My computer, recycle bin and internet explorer etc.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to create a time table in MS word word art option. bold, italic and underline option and page border option will also be discussed.

Recapitulation - will be done oral revision will be given.

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

<http://shoutmetutorials.com/window10tutorailsforbeginners>.

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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-4

August 2023

No. Of Teaching days - 24

Topic – Introduction to Microsoft word 2016.

No. of days required to complete the topic – 4

Learning outcomes-

1) Knowledge Objective -students will able to learn about word processor.

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

Previous Knowledge testing – student will be asked to 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 the text option will be done. Undo and redo option will also be discussed steps of how to open a new document in MS word also done. Shortcut keys using the keyboard will also be discussed. Some imp keyword word processor and cursor will also be done. Lesson will be read by student. Important definition will be underlined.

Experiential learning Hands on Activity - Students will discuss the different feature of MS word. In student will do this activity to create a chart to show the steps to cut. copy andpaste feature of word. student will do this activity to observe the following window and answer the question.(desktop background, desktop icon and screen saver)

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

Inter disciplinary linkages and infusion of life skills – Student will do this 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 - will be done oral revision will be given.

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

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

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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-4

September 2023

Revision of L-1 (History of computer)

Revision of L-2 (Input and output devices)

Revision L-3 (Computer memory and storage)

Revision of L-4 (Working with window 10)

Revision of L-5 (Introduction to MS 2016)

HALF YEARLY EXAM

No. Of Teaching days - 22

Topic – Introduction to Microsoft Powerpoint 2016.

No. of days required to complete the topic – 4

Learning outcomes-

1) Knowledge Objective -students will able to learn about MS poerpoint.

- 1) Understanding objective - students will able to understand the feature of MS powerpoint.
- 2) Application objective - Students will be able to learn the steps to save and open presentation.
- 3) Skill objective - Students will be able to learn about application office suite 2016 name as MS powerpoint.

Previous Knowledge testing – student will be asked different features of PowerPoint and steps to started with MS powerpoint.

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

Pedagogical Strategies - The Teacher will explain MS PowerPoint interface option and how to create a presentation changing layout of slipe option also. Different types of views normal view, slide view, notes page view and slide show view also be discussed and presentation will be also discussed. Some imp keyword graphic, ribbon slide, slide pane will also be done. Lesson will be read by student. Important definition will be underlined.

Experiential learning Hands on Activity - Students will discuss the use of MS power point and open a blank slide screen and show how to add text init and show how to add and delete any slide. Student will do this activity to create a chart to show the steps to cut. copy and paste feature of word. student will do this activity your presentation by adding images and test in different fonts and styles and try to add different type of animation effect to it. and how to insert text into a place holder.

Art integration - The students will be taken to computer lab to do the following activity. Open the MS PowerPointon your comp create a presentation on computer memory. Save your presentation and close it and open the presentation again add one more slide to the existing presentation and exit MS powerpoint.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to arrange jumble words.

POENRPWIOT

POWERPOINT

RPETENSATION

PRESENTATION

ISLSED

SLIDES

Recapitulation - will be done oral revision will be given.

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

<http://en.wikipedia.org/wiki/microsoftpowerpoint>

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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-4

NOVEMBER 2023

No. Of Teaching days - 21

Topic – Program with LOGO.

No. of days required to complete the topic – 4

Learning outcomes-

Learning outcomes-

- 1) Knowledge Objective -students will able to learn LOGO.
- 2) Understanding objective - students will able to understand LOGO interface
- 3) Application objective - Students will be able to learn application of LOGO primitives.
- 4) Skill objective - Students will be able to learn different features of LOGO command.

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

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

Pedagogical Strategies - The Teacher will explain in LOGO command for language of graphic oriented and how to getting started with MSW LOGO. Main screen option of LOGO and window commands will be discussed. Some imp keywords Primitives. turtle home, turtle head, turtle tail will also be done. Lesson will be read by students. Some important definitions will be underlined.

Experiential learning Hands on Activity-Students with discuss about the importance and uses of LOGO and LOGO primitives. Students will do this activity try to draw following shapes using LOGO primitives and write LOGO primitives to draw the Indian flag.

Art integration - The students will be taken to computer lab and open programming with LOGO using LOGO primitives and use of set screen primitive option.

Inter disciplinary linkages and infusion of life skills – Student will to this activity to write short form of the given commands.

- 1) HIDETURTLE
- 2) CLEARSCREEN
- 3) PENDOWN
- 4) CLEARTEXT

Recapitulation - will be done oral revision will be given.

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

www.abcya.com/spelling-practice.htm

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS - 4

December 2023

No. Of Teaching days - 19

Topic – Working with scratch.

No. of days required to complete the topic – 4

Learning outcomes-

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

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

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

Pedagogical Strategies - The teacher will explain sprites list area, toolbar option and inserting a premade sprite option. The lunch scratch on your computer click start>scratch and the following interface of scratch appears with various component as cited. Creating a custom sprite option and changing backdrop option will be discussed. Animation effects using customs option will be done Lesson will be read by students.Some important definitions will be underlined.

Experiential learning Hands on Activity- Students will discuss about different script block and also discuss the types of projects and games can create in scratch and will do this activity to create a PowerPoint presentation on block in scratch. Students will do this activity to create cat art project by using the script.

Art integration - Students will be taken to the comp lab to start a new project in scratch. To name it click file> save. The save as dialog box appear. Enter the name ghost hunt in the file name text box. Click the save button you will see the cat sprite on the stage. Go to the sprite, right click on it and choose delete to remove the sprite. Add a new sprite with from the sprite library.

Inter disciplinary linkages and infusion of life skills Students will discuss about costumes option. The visual image of a sprite is called its costume and discuss about costumes tab allow you to create, edit or copy a costume.

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links –
www.learnscratch.org/scratch-1

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS-4

January 2024

No. Of Teaching days - 19

Topic – The internet.

No. of days required to complete the topic – 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about the internet.
- 2) Understanding objective - students will able to understand about the history of internet and basic terms of internat.
- 3) Application objective - Students will be able to learn about the basic requirement for internet connection.
- 4) Skill objective - Students will be able to learn about how to create custom sprite.

Previous Knowledge testing – student will be able to learn about the steps to browse the internet.

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

Pedagogical Strategies - The teacher will explain history and working of internet and basic terms of the internet. Worldwide web, webpages and hypelines term will also discussed. Requirements for internet connection will also be discussed. Some imp keywords, webpages, homepages, HTML, ARPANET also be discussed. Full form of www, ISP, modem URL will also be d done. Lesson will be read by students .Some important definitions will be underlined.

Experiential learning Hands on Activity- Students will discuss about the role internet in everyday life. Students will discuss two types of modem (internal, external modem) and do this activity in notebook and paste pic and create a chart to describe the internet and paste appropriate pic.

Art integration - Students will be taken to the comp lab to and open a web browser on the comp. type in www.google.com in the address bar and press enter key type in keyword introduction to google in the search bar and again press enter key. Type a short note on google in MS word.

Inter disciplinary linkages and infusion of life skills Students will do this activity in the class. Unscramble the following to form correct words.

INEERNTT	INTERNET
APETRAN	ARPANET
WERRBBOWSE	WEB BROWSER
PROLOTCO	PROTOCOL

Recapitulation - will be done oral revision will be given.

Resources including, ICT, Information and Communication technology - Books, Internet links – www.knowledgeway.org/living/basic

Assessment items - To check the conceptual clarity, Various type of assessments will be done. Exercise in the book will be done Question, Answer 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 Books
- 3) Group discussion.

CLASS-4

Feb 2024

Revision of L-6 (Introduction to MS PowerPoint 2016)

Revision of L-7 (programming with LOGO)

Revision of L-8 (working with scratch)

Revision of L-9 (The internet)

CLASS-4

March 2024

FINAL EXAM

Ms RINKI

Ms NISHU

4A

4B

4C

4E

4D

4F

HOD'S SIGNATURE

INCHARGE MAM