

CLASS-3

April 2023

No. of teaching days – 20 days

Topic -Introduction to Computer (Lesson- 1)

No. of days required to complete the topic – 4 days

Learning outcomes ->

- 1) Knowledge objective - Students will be able to learn about features and IPO cycle of a computer.
- 2) Understanding objective - Students will be able to differentiate between input and output devices.
- 3) Application objective - Students will be able to Understand How does a computer work.
- 4) Skill objective - Students will be able to learn different types of Computers.

Previous Knowledge testing - Students will be asked about major parts of computer (Monitors, mouse, keyboard, CPU) and uses of Computer. (Solving sums, playing games, sending and receiving emails, audio and video calling and searching for information.

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

Pedagogical Strategies- The teacher will explain Features of computer speed, Storage, versatility, diligence and accurate Definitions of Input Process output will be done. Different types of Computers (Microcomputer, Mainframe Computer, Supercomputer) will be discussed IPO model with examples will be discussed and Some important Keywords GIGO, IPO, CPU, PC will also be discussed and some Important keyword GIGO, IPO, CPU, PC, will also be discussed. Lesson will be read by student's important definitions will be underlined.

Experiential learning- Hands on activity students will do this activity in the class (related to IPO cycle)

Art integration - The students will be taken to computer lab to show how open Notepad. Steps to open Notepad are

Start -> windows accessories -> Notepad

Inter disciplinary linkages and infusion of life skills - Students have done the activity, match the computer with their correct names by doing, this activity students are able to which understand type of computer it is.

Recapitulation - will be done oral revision will be given

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

1) [www.Youtube.com watch ? V = FCRjyGT2LWS](https://www.youtube.com/watch?v=FCRjyGT2LWS)

2) [www.Youtube.com /watch?V = GIeKpCon1 0g](https://www.youtube.com/watch?v=GIeKpCon10g)

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

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 2023

No. Of Teaching days – 25

Topic - Use of computers in different fields (L-2)

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn different fields where computers are Used.
- 2) Understanding objective - students will able to understand the various uses of computer.
- 3) Application objective - Students will be able to Understand the Various uses of computers.
- 4) Skill objective - Students will be able to Learn about different types of computers like desktop, laptop, Palmtop Computer etc.

Previous Knowledge testing – student will be asked about features of a computer and Uses of Computer in different fields.

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

Pedagogical Strategies - The Teacher will explain features of Computer like speed, accuracy, storage, consistency and reliability also. Definitions of desktop comp, Laptop computer and palmtop comp will be done. Some important keywords ATM and Email will also be discussed. Important lesson will be read by students. Important definition will be underlined.

Experiential learning Hands on activity - students will do this activity in the class Identify and write the names of the places.

Art integration - The students will be taken to computer lab to show how open Notepad and types of names of any ten places where computer is used.

Inter disciplinary linkages and infusion of life skills – Student will discuss the role of computer in everyday life and talk about the places where you and your family members use computer.

Uses of computer in different field

Recapitulation - will be done oral revision will be given

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

- 1) [www.Youtube.com watch ? V = FCRjyGT2LWS](https://www.youtube.com/watch?v=FCRjyGT2LWS)

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.

Feedback and Remedial Teaching – Students will be encouraged to read the lesson carefully

Inclusive Practices and full participation with discrimination –

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

CLASS-3

July 2023

No. Of Teaching days - 18

Topic – Computer Hardware and Software.

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about computer hardware and software.
- 2) Understanding objective - students will able to understand the need of software.
- 3) Application objective - Students will be able to Understand the need of software.
- 4) Skill objective - Students will be able to Learn about difference b/w hardware and software.

Previous Knowledge testing - Students will be asked about IPO cycle (Input, process, output)

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

Pedagogical Strategies - The Teacher will explain features of Computer Hardware and software

And the difference b/w input and output devices, storage devices, Processing devices. Types of software (system software and application software) will be discussed. Some important keywords RAM, Rom, ALU, CU CPU.VDU will also be discussed. Lesson will be read by students. Imp. definitions will be Underlined.

Experiential learning Hands on Activity - Students will Computer Hardware and software about difference b/w hardware and software student will do this activity

(Paste pictures of Input devices and output devices on 'Au Sheet) Input devices

Art integration - The students will be taken to computer lab to show how open Notepad and make a list of all comp applications installed on the computer and after that click file >save option and click the close button to exit Notepad.

Inter disciplinary linkages and infusion of life skills – Student 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 -

- 1) <http://www.comphope.com/jargon/s/software.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-3

August 2023

No. Of Teaching days - 24

Topic – The operating system 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 understand the role of operating system.

Previous Knowledge testing – student will be asked about view and arrange icons on the desktop and change background picture of the desktop.

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

Pedagogical Strategies - The Teacher will explain basic features of operating system. View icon in large, medium and small size will be done. arranging icon on the desktop and changing desktop wallpaper will also be discussed. Some important keywords GUI, booting, icon, desktop, wallpaper and window will be read by student. Important definition will be underlined.

Experiential learning Hands on Activity - Students will discuss the feature of window operating system and role of operating system. In comp student will do this activity to write the steps to change the background picture of the desktop and arrange these steps in the correct order by putting numbers. The student will discuss common operating system. Microsoft windows, Max OS and Linux.

Art integration - The students will be taken to computer lab to show how change the background picture of the desktop. Apply colour for the desktop background. By choosing the option colour under background and also select different colours background colour.

Inter disciplinary linkages and infusion of life skills – Student will do this activity to identify the part of comp and write its name in correct column.

Recapitulation - will be done oral revision will be given.

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

- 1) www.tutorialpoint.com/windows10

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-3

September 2023

Revision of Lesson-1(Introduction to computer)

Revision of Lesson-2 (Use of computer in different fields)

Revision of Lesson-3 (Computer Hardware and software)

Revision of Lesson-4 (The operating system-window 10)

HALF YEARLY EXAM

UNIT-II

CLASS-3

OCTOBER 2023

No. Of Teaching days - 22

Topic – Drawing tools in MS paint.

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about different Tools in paint.
- 2) Understanding objective - students will able to understand how to save and open a saved drawing in MS-Paint.
- 3) Application objective - Students will be able to learn about open new canvas in MS-paint
- 4) Skill objective - Students will be able to understand how to exit the program in MS-paint.

Previous Knowledge testing – student will be asked about paint window options and drawing tools in MS-Paint and uses of different tools in MS-Paint.

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

Pedagogical Strategies - The Teacher will explain of different tools in MS-Paint. Pencil tool, fill with colour tool and text will also be discussed. Use of colour paper tool and magnifier tool will be done. Use of pencil tool, brush tool, will also be discussed Some important keywords window, ribbon and canvas will be discussed. Lesson will be read by students. Imp definitions will be underlined.

Experiential learning Hands on Activity - Students will discuss different tools in MS-Paint. Student will do this activity to create a chart to represents the too and shapes provide in paint program and also write the use of each tool. The student will do this activity in the class to write the names of tools corresponding to the following actions.

Art integration - The students will be taken to computer lab to create a drawing using different tools in MS-Paint. Save the drawing and click file>exit to close the paint window. And open the saved drawing by clicking file>open or pressing ctrl+O.

Inter disciplinary linkages and infusion of life skills – Student will do this activity unscramble the following letter to form meaningful words.

- 1) PAINT-PAINT
- 2) DRAWING-DRAWING
- 3) WNIODSW-WINDOW

Recapitulation - will be done oral revision will be given.

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

- 1) www.YOUIDRAW.com/apps/painter

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-3

November 2023

No. Of Teaching days - 21

Topic – Stepwise thinking.

No. of days required to complete the topic - 4

Learning outcomes-

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

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

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

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

- 1) Move to the table.
- 2) Pick up the pen.
- 3) Give the pen to moz.

Lesson will be read by the students. Some important definition will be underlined.

Experiential learning Hands on Activity-Students will discuss to create different things to use origami sheets. And discuss steps to Turn ON Or Off a Computer, Fan mobile and other gadgets and student will do this activity to identify the parts 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, calculator and words and write the steps to draw a peacock in paint. Find out the importance and peacock in 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.

Recapitulation - will be done oral revision will be given.

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

1) www.YOUIDRAW.com/apps/painter

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-3

December 2023

No. Of Teaching days - 19

Topic – Playing with turtle-LOGO.

No. of days required to complete the topic - 4

Learning outcomes-

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

Previous Knowledge testing – student will be asked about getting started with MSW LOGO and the MSW LOGO window.

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,MSW LOGO, program 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 and give enough practice to the students to make them able to write simple program to draw shapes in LOGO.

Art integration - The students will be taken to computer lab and launch LOGO on the computer and try to draw shapes using the learnt LOGO primitives write down the LOGO primitives in MS word and also draw the shapes that appear on the screen. Type BYE primitive in command input box and press enter key to come out of the LOGO window.

Inter disciplinary linkages and infusion of life skills – Student will discuss about the basic primitives of MSW LOGO. You press the enter key or the execute button to execute primitives.

Forward example FD 50<1

Back BK 50<1

Right RT 90<1

Left LT 90<1

Recapitulation - will be done oral revision will be given.

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

- 1) 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-3

January 2024

No. Of Teaching days - 19

Topic – Fun with sprite-scratch.

No. of days required to complete the topic - 4

Learning outcomes-

- 1) Knowledge Objective -students will able to learn about scratch.
- 2) Understanding objective - students will able to understand scratch interface
- 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 and components of scratch.

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

Pedagogical Strategies - The teacher will explain different shortcut keys to save a project (ctrl +S) to open the project (ctrl+O) to exit the full screen mode (ESC key)and explain the steps how to

open scratch and moving a sprite in clockwise direction how to save a project and how to closing the scratch creating a custom sprite option and changing backdrop option will be discussed. 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. 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 open scratch and do the activities move a sprite 100 steps forward Take it back to its previous position by moving it back 100 steps Rotate it at 90-degree clockwise script should be executed on clicking the spacebar key and try to create a script with the blocks.

Inter disciplinary linkages and infusion of life skills Open scratch click on each tab present in block description area and learn at least five new blocks of every category and also write them and try to create a script with blocks.

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-3

FEB 2024

Revision of L-5 (Drawing tool in paint)

Revision of L-6 (Stepwise Thinking)

Revision L-7 (play with turtle LOGO)

Revision of L-8 (Fun with scratch)

CLASS-3

MARCH 2024

FINAL EXAM

Ms RINKI

Ms NISHU

3D

3A

3E

3B

3F

3C

HOD'S SIGNATURE

INCHARGE MAM