

Study Hall, Deva Road

SYLLABUS 2026-2027

Subject: Computer

Aims and objectives:

- To help students understand and use modern technology effectively.
- To develop logical thinking and problem-solving skills.
- To prepare students for the technology-driven world and future careers.
- To encourage creative work using digital tools such as drawing, presentations, and multimedia.
- To promote safe, ethical, and responsible use of technology.
- To develop collaboration and communication skills through digital platforms.
- To introduce students to emerging technologies such as Artificial Intelligence and digital communication.

Class: I

Name of the Textbook: Technobotics 1

Subject: Computer

Author and Publisher: Khemlata Negi, Netech Learning Pvt. Ltd.

Month Name	Working Days	Chapter Number and Name	Page No
April 2026	24	1. Computer - A Machine	7
		Project Work - A	86
		Practical: Show and Tell - Types of machines	
May 2026	14	2. Uses of a Computer	18
		Project Work - B	86
		Practical: Show how computers are used at different places in the school.	
		Assessment 1	
June 2026	0	Summer Break	
July 2026	25	3. Parts of a Computer	26
		Practical: Show and Tell - Take the students to the computer lab. Ask the students to name the different parts of the computer and tell about its function. The teacher may explain if the students find it difficult.	
		Assessment 2	
August 2026	21	4. The Computer Mouse	35

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Month Name	Working Days	Chapter Number and Name	Page No
		Practical: The students may use the mouse in the computer lab. Allow them to explore the working of the mouse.	
September 2026	26	Worksheet 1	43
		Worksheet 2	44
September - October 2026		Summative 1 Syllabus covered from April to September will be assessed	
October 2026	15	5. Know Your Keyboard	45
		Practical: Start any Software - MS Word or Notepad - Introduce to typing and exploring the use of the keyboard	
		DATA AND STORAGE	54
November 2026	13	6. Learn About MS Paint	58
		Project Work - C	87
		Practical: Introduce students to MS Paint	
		Assessment 3	
December 2026	20	7. ScratchJr - Fun and Easy Coding	69
		Project Work - D	87
		Practical: Based on the chapter	
January 2027	23	8. Introduction to Artificial Intelligence	78
		Practical : Based on the chapter	
		Assessment 4	
February 2027	14	Coding and Computational Thinking	90
		Playing in Tux Typing	88
		Practical: Tux Typing	
		Worksheet 3	84
March 2027	23	Worksheet 4	85
		Mind Booster Game	91

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Month Name	Working Days	Chapter Number and Name	Page No
		Summative - 2 Syllabus covered from April to March will be assessed	