

	<b>INDIAN SCHOOL AL WADI AL KABIR</b>							
<b>MONTH</b>	<b>YEAR 2025-26</b>	<b>Syllabus for class: V</b>		<b>Subject: Computer Science _PEDAGOGICAL PLAN</b>				
<b>WEEKS</b>	<b>Syllabus/Topic</b>	<b>Learning Objectives</b>	<b>Teaching Strategies</b>	<b>Periods Alloted</b>	<b>Assignments</b>	<b>Teaching material prepared</b>		
<b>APR-25 (4 Weeks)</b>								
<b>6TH-30TH APR (8 PERIODS)</b>	<b>BRIDGE COURSE: *THEORY &amp; PRACTICAL TOPICS: POWERPOINT 2019 /EXCEL 2016 *TH:CH-1:Data Storage &amp; Memory *CH-2: Introduction to Excel 2016</b>	Students will be able to	<b>TH &amp; PRACT: (NEP - Aditi)</b> The teacher introduces the lesson: Brainstorming session.	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>			
		*Recall how to prepare a presentation in PowerPoint 2016 *Students will learn about Data and Information Memory Measuring the Computer's Memory *Enable students to understand the basics of Excel, including creating spreadsheets, entering data, and saving a workbook while fostering familiarity with the interface and tools.	*Hands-on activities, and interactive tools to help students understand data storage and memory in a fun and practical way. *Step-by-step demonstrations, interactive activities, and simple, relatable examples to make learning Excel fun and engaging for students.		* Ask the students to design a presentation on the topic "Water Cycle" *Ask the students to research and collect information about some secondary storage devices like floppy disks, which have now become obsolete. <b>activity pg 25</b>	<b>*Lab</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZO7?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZO7?usp=drive_link</a>	
<b>MAY-25</b>								
<b>1ST-29TH MAY (8 PERIODS)</b>	<b>*THEORY TOPIC:CH-3: More on PowerPoint 2016 *PRACTICAL TOPIC: POWERPOINT 2016</b>		<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>			
		Enable students to enhance their PowerPoint skills by applying templates, themes, inserting pictures, SmartArt, and other advanced features to create visually appealing and dynamic presentations.	*Hands-on demonstrations, guided practice, and creative projects to help students explore and apply PowerPoint's advanced features like templates, themes, pictures, and SmartArt.		*Create a themed PowerPoint presentation about your favorite hobby or dream vacation, using templates, themes, pictures, SmartArt, and animations to make it visually engaging. <b>*Lab Activity pg 42</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZO7?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZO7?usp=drive_link</a>		
<b>SUMMER BREAK</b>								
<b>AUG-25 (4 Weeks)</b>								
<b>3RD-31ST AUG (8 PERIODS)</b>			<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>			

		<p><b>*THEORY TOPIC:</b> CH-4: Internet &amp; E-mail *CH-5: Data Processing</p> <p><b>*PRACTICAL TOPIC:</b> CH-6: SHAPES IN SCRATCH</p>	<p>*Enable students to understand the basics of the internet, how email works, and the importance of safe and responsible online behavior.</p> <p>*Enable students to understand the concepts of data and information, learn techniques for representing and sorting data, and develop skills in decoding and organizing information effectively.</p> <p>*Enhance students' understanding of creating and manipulating shapes in Scratch.</p>	<p>*Interactive demonstrations, real-life examples, and hands-on activities to make learning about the internet and email engaging and practical.</p> <p>*Real-life examples, hands-on activities, and interactive tools to teach data processing, making it relatable and engaging for students.</p> <p>*Step-by-step coding challenges and creative projects to help students explore advanced shape designs and animations in Scratch.</p>		<p>*Students create a poster highlighting 3-5 internet safety tips (e.g., "Don't share passwords").</p> <p>*Students act as "email senders" and "receivers" to understand how emails travel from one person to another.</p> <p>*Assign students to explore a kid-friendly website (e.g., NASA Kids) and write a short paragraph about what they learned.</p> <p>*Give students a simple coded message (e.g., A=1, B=2) and ask them to decode it.</p> <p><b>*Lab Activity pg 66 &amp; 76</b></p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b></p> <p><a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link</a></p>
SEPT-25 (2 Weeks)							
1ST-30TH (8 PERIODS)	<b>MID-TERM ASSESSMENT REVISION</b>						
OCT-25 (4 Weeks)							
1ST-30TH OCT (8 PERIODS)	<p><b>*THEORY TOPIC &amp; PRACTICAL TOPIC:</b> CH-7: Advanced Blocks &amp; Game Creation</p>		<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>		
			<p>*Enable students to use advanced Scratch blocks (e.g., loops, conditionals, variables) to design, code, and create their own interactive games.</p>	<p>*Step-by-step demonstrations, guided coding challenges, and creative freedom to help students explore advanced blocks and build their own games.</p>	<p>*Create a simple game like "Catch the Falling Object" using advanced blocks (e.g., forever loops, if-else conditions, and variables for scoring).</p> <p><b>*Lab Activity pg 87 &amp; 91</b></p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b></p> <p><a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link</a></p>	
NOV-25 (4 Weeks)							
2ND-30TH NOV (8 PERIODS)	<p><b>*THEORY TOPIC:</b> CH-8: AI in Popular Apps</p> <p><b>*PRACTICAL TOPIC:</b> SCRATCH: Advanced Blocks &amp; Game Creation</p>		<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>		
			<p>Enable students to understand the role of AI in everyday apps, recognize its applications (e.g., recommendations, navigation, chatbots), and appreciate its impact on daily life.</p>	<p>*Real-life examples, interactive discussions, and hands-on activities to explain how AI works in popular apps, making the concept relatable and engaging.</p>	<p>*Students choose one app (e.g., chatGPT or Google Maps) and research how AI is used in it.</p> <p>*Create a short presentation or poster to explain their findings.</p> <p>*Create a Maze Game: Use motion and sensing blocks to create a maze where a sprite navigates to reach a goal.</p> <p>*Clone a Sprite: Create a game where objects (e.g., falling apples) are cloned and collected by a character.</p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b></p> <p><a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSklQyWmdHcZO7?usp=drive_link</a></p>	

DEC-25 (3 Weeks)						
1ST-18TH DEC (6 PERIODS)	<b>*THEORY TOPIC:</b> <b>*CH-9: Trending Robots</b> <b>*PRACTICAL TOPIC:</b> SCRATCH:Sensing Blocks	<p>*Enable students to explore the features, functions, and real-world applications of trending robots, fostering curiosity about robotics and AI.</p> <p>*Enable students to understand and use sensing blocks in Scratch to create interactive projects that respond to user inputs or conditions.</p>	<b>TH &amp; PRACT: (NEP - Aditi)</b>	3+3	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link</a>
JAN-26 (4 Weeks)						
4TH-29TH JAN (8 PERIODS)	<b>*THEORY &amp; PRACTICAL TOPIC:</b> CH-11: Math Operators & Loops	<p>Students will be able to</p> <p>*Understand and use math operators (+, -, *) in Scratch. *Apply math operators and loops to create programs like a multiplication table.</p> <p>*Learn to create loops (e.g., "repeat" and "forever") for repetitive tasks. *Apply math operators and loops to create programs like a multiplication table.</p>	<b>TH &amp; PRACT: (NEP - Aditi)</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link</a>
FEB-25 (4 Weeks)						
1ST-26TH FEB (8 PERIODS)	<b>*THEORY TOPIC:</b> CH-12: AI in Real World <b>*PRACTICAL TOPIC:</b> Mth operators and loops	<p>Enable students to understand how AI-powered robots are programmed and their real-world applications, such as gender and bird detection.</p>	<b>TH &amp; PRACT: (NEP - Aditi)</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/folders/17BoJILhhHrf75oqizoJSkIQyWmdHcZ07?usp=drive_link</a>
Mar-25	<b>FINAL ASSESSMENT</b>					