



# INDIAN SCHOOL AL WADI AL KABIR



MONTH	YEAR 2025-26	Syllabus for class: V		Subject: Computer Science_PEDAGOGICAL PLAN		
WEEKS	Syllabus/Topic	Learning Objectives	Teaching Strategies	Periods Alloted	Assignments	Teaching material prepared
APR-25 (4 Weeks)						
6TH-30TH APR (8 PERIODS)	<b>BRIDGE COURSE:</b> <b>*THEORY &amp; PRACTICAL TOPICS:</b> POWERPOINT 2019 /EXCEL 2016 <b>*TH:</b> CH-1:Data Storage & Memory <b>*CH-2:</b> Introduction to Excel 2016	Students will be able to	<b>TH &amp; PRACT: (NEP - Aditi) The teacher introduces the lesson: Brainstorming session.</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
		<div><div></div><div>*Recall how to prepare a presentation in PowerPoint 2016 *Students will learn about<ul style="list-style-type: none"><li>↳ Data and Information</li><li>↳ Memory</li><li>↳ Measuring the Computer’s Memory</li></ul>*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.</div></div>	<div><div></div><div>*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.</div></div>		<div><div></div><div>* 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>*Lab activity pg 25</b></div></div>	<div><div></div><div><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJlHhHrf75oqizoJ5klQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/folders/17BoJlHhHrf75oqizoJ5klQyWmdHcZ07?usp=drive_link</a></div></div>
MAY-25						
1ST-29TH MAY (8 PERIODS)	<b>*THEORY TOPIC:</b> CH-3: More on PowerPoint 2016 <b>*PRACTICAL TOPIC:</b> POWERPOINT 2016		<b>TH &amp; PRACT: (NEP - Aditi)</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
		<div><div></div><div>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.</div></div>	<div><div></div><div>*Hands-on demonstrations, guided practice, and creative projects to help students explore and apply PowerPoint’s advanced features like templates, themes, pictures, and SmartArt.</div></div>		<div><div></div><div>*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></div></div>	<div><div></div><div><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/folders/17BoJlHhHrf75oqizoJ5klQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/folders/17BoJlHhHrf75oqizoJ5klQyWmdHcZ07?usp=drive_link</a></div></div>
SUMMER BREAK						
AUG-25 (4 Weeks)						
3RD-31ST AUG (8 PERIODS)			<b>TH &amp; PRACT: (NEP - Aditi)</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	

	<p><b>*THEORY TOPIC:</b> CH-4: Internet &amp; E-mail</p> <p><b>*PRACTICAL TOPIC:</b> 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. *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>
<b>SEPT-25 (2 Weeks)</b>						
<b>1ST-30TH (8 PERIODS)</b>	<b>MID-TERM ASSESSMENT REVISION</b>					
<b>OCT-25 (4 Weeks)</b>						
<b>1ST-30TH OCT (8 PERIODS)</b>	<p><b>*THEORY TOPIC &amp; PRACTICAL TOPIC:</b> CH-7: Advanced Blocks &amp; Game Creation</p>	<p>*Enable students to use advanced Scratch blocks (e.g., loops, conditionals, variables) to design, code, and create their own interactive games.</p>	<p><b>TH &amp; PRACT: (NEP - Aditi)</b></p> <p>*Step-by-step demonstrations, guided coding challenges, and creative freedom to help students explore advanced blocks and build their own games.</p>	<b>4 + 4</b>	<p><b>Home Assignment: (NEP-Prasar &amp; Prayog)</b></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>
<b>NOV-25 (4 Weeks)</b>						
<b>2ND-30TH NOV (8 PERIODS)</b>	<p><b>*THEORY TOPIC:</b> CH-8: AI in Popular Apps</p> <p><b>*PRACTICAL TOPIC:</b> SCRATCH: Advanced Blocks &amp; Game Creation</p>	<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><b>TH &amp; PRACT: (NEP - Aditi)</b></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>	<b>4 + 4</b>	<p><b>Home Assignment: (NEP-Prasar &amp; Prayog)</b></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. *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>

<b>DEC-25</b> <b>(3 Weeks)</b>						
<b>1ST-18TH DEC</b> <b>(6 PERIODS)</b>			<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>3+3</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY TOPIC:</b> <b>*CH-9: Trending Robots</b> <b>*PRACTICAL TOPIC:</b> SCRATCH:Sensing Blocks	*Enable students to explore the features, functions, and real-world applications of trending robots, fostering curiosity about robotics and AI. *Enable students to understand and use sensing blocks in Scratch to create interactive projects that respond to user inputs or conditions.	*Videos, interactive discussions, and hands-on activities (e.g., robot simulations or demonstrations) to make learning about trending robots engaging and relatable. *hands-on coding activities, step-by-step demonstrations, and fun projects to help students explore how sensing blocks work in Scratch.		*Research and Present: Students choose one robot (e.g., Sophia or Paro) and create a short presentation or poster about its features and uses. *Create a Scratch project where a sprite changes colour or moves when it touches another sprite or the edge of the screen, using sensing blocks like "touching" or "key pressed." <b>*Lab Activity pg 108 &amp; 82</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link</a>
<b>JAN-26</b> <b>(4 Weeks)</b>						
<b>4TH-29TH JAN</b> <b>(8 PERIODS)</b>		Students will be able to	<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY &amp; PRACTICAL TOPIC:</b> CH-11: Math Operators & Loops	*Understand and use math operators (+, -, *) in Scratch. *Apply math operators and loops to create programs like a multiplication table. *Learn to create loops (e.g., "repeat" and "forever") for repetitive tasks. *Apply math operators and loops to create programs like a multiplication table.	*Step-by-step coding demonstrations, hands-on activities, and fun projects to help students explore math operators and loops in Scratch.		*Simple Calculator: Create a Scratch program to add, subtract, and multiply two numbers. *Multiplication Table: Write a program to display the multiplication table of 7 using loops. <b>*Lab Activity pg 130</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link</a>
<b>FEB-25</b> <b>(4 Weeks)</b>						
<b>1ST-26TH FEB</b> <b>(8 PERIODS)</b>			<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY TOPIC:</b> CH-12: AI in Real World <b>*PRACTICAL TOPIC:</b> Mth operators and loops	Enable students to understand how AI-powered robots are programmed and their real-world applications, such as gender and bird detection.	Real-life examples, interactive demonstrations, and hands-on activities to explain AI concepts and their applications in robotics.		*Research and Present: Students research a real-world AI robot (e.g., Sophia) and present its features. * AI in Daily Life: Write a paragraph on how AI is used in everyday life (e.g., voice assistants). *Role-Playing: Students act as robots and explain their functions and programming. *Addition Loop: Write a program to add numbers from 1 to 10 using a loop. <b>*Lab Activity pg 137</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <a href="https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link">https://drive.google.com/drive/foIders/17BoJILhhHrf75oqizoJSklQyWmdHcZ07?usp=drive_link</a>
<b>Mar-25</b>	<b>FINAL ASSESSMENT</b>					