INDIAN SCHOOL AL WADI AL KABIR
DEPARTMENT OF COMPUTER SCIENCE
CLASS I 2024-2025
ANNUAL SYLLABUS

TERM – I (APRIL 2024-SEPTEMBER 2024)	
MONTH	**LESSONS & EVENTS**

APRIL	- **Chapter 1: Computer – A Machine**.
	
	• Natural and Human Made Things.
	• Machine
	• Types of Machine
	• Computer-A Smart Machine.
	
	Chapter 5: TUX PAINT
	        Start a computer (ON/OFF) (For Practical)
	        Starting TUX PAINT
	        Tools of TUX PAINT (New, Fill Tool)

MAY	**Chapter 2: Uses of a Computer** • Computer- A useful Machine. • Places where computers are Used **Chapter 5: TUX PAINT** Parts of the TUX PAINT Window **FA I- PRACTICAL EXAMINATION TOPIC: TUX PAINT (NEW, FILL TOOL)**
JUNE	**Chapter 6: Reasoning and Critical Thinking.** • Shapes. • Pattern. • Word Search. • Directions. **Chapter 5: TUX PAINT (For Practical)** • Tools of TUX PAINT. • Paint Tool. • Text Tool **SUMMER BREAK**

AUGUST	**Chapter 3: Parts of computer** • **Main parts of the Computer** • **Keyboard** • **Mouse** • **CPU** • **Monitor** **Other Parts of a Computer.** **Chapter 5: TUX PAINT (For Practical)** **Tools of TUX PAINT.** • **Stamp Tool** • **Magic Tool** <mark>**DIGI SAVVY HUNT - PRELIMINARY ROUND**</mark> <mark>**ACTIVITY- I**</mark> <mark>**TOPIC:** **Reasoning and Critical Thinking.**</mark> <mark>**PRACTICAL-I TOPIC: TUXPAINT**</mark>
SEPTEMBER	**REVISION:** **SA - I Examination**

TERM – II (OCTOBER 2024-MARCH 2025)	
MONTH	**LESSONS & EVENTS**
OCTOBER	**Chapter 4: The keyboard and the mouse.** • **Keyboard.** • **Different types of keys.** • **Mouse.** • **Mouse Buttons** • **Mouse Actions** **Chapter 5: TUX PAINT (For Practical)** **Tools of TUX PAINT.** • **Save Tool** • **Quit Tool.** <mark>**DIGI SAVVY HUNT FINAL ROUND**</mark>

NOVEMBER	**Chapter 4: The keyboard and the mouse,** •Continuation •Keyboard. •Different types of keys. •Mouse •Mouse Actions •Mouse Buttons. Chapter 7: More about ScratchJr. (For Practical) •Starting ScratchJr •Components of ScratchJr Window. •Adding a new character. **FA – II Practical Exam: TOPIC: SCRATCH JR.**
DECEMBER	**Chapter 7: More about Scratch Jr. (For Practical),** •Changing the Background. •Creating ScratchJr Project. **Winter Break**
JANUARY	**Chapter 8: Introduction to AI,** •Introduction. •Natural and Artificial Things. Chapter 7: Introduction to Scratch Jr •Creating ScratchJr Project. •Saving a Project.
FEBRUARY	**Chapter 8: Introduction to AI.** Continuation •Natural Intelligence. •Artificial Intelligence. Chapter 7: Introduction to Scratch Jr (PRACTICAL PRACTICE) **ACTIVITY – II TOPIC: INTRODUCTION TO AI(CH-8)** **PRACTICAL-II :TOPIC: SCRATCH JR.**
MARCH	**REVISION: SA - II Examination**

We will do our best to finish the course according to the schedule, but please be aware that there may be modifications to the amount of time needed if a need arises.