



# BISHOP SCOTT BOYS' SCHOOL

## STUDENT CURRICULUM MANUAL

<b>Subject : ICT</b>	<b>Class : 1</b>	<b>Academic Plan : 2025 -26</b>
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Month	Course Description	Learning Outcome	Activity	No. of Periods	Portion for PT & TERM Assessment
April	<u>Chapter 1:</u> Computer - A Smart Device	<ul style="list-style-type: none"> <li>• To know about natural and human made things.</li> <li>• Understand the concept of machines.</li> <li>• Understand a computer as a smart machine.</li> <li>• Recognize common smart devices around themselves.</li> </ul>	Sorting Game: Divide the class into small groups. Give each group a set of flashcards with images of machines and non-machines. Ask them to sort the cards into two categories: Machines and Non-Machines.	6	<b>PT (1)</b> <u>Chapter 1:</u> Computer - A Smart Device. <b>AOL (1)</b> <u>Chapter 2:</u> Parts of a Computer <u>Chapter 3:</u> Knowing a Keyboard <u>Chapter 4:</u> Using a Mouse
May	<u>Chapter 2:</u> Parts of a Computer	<ul style="list-style-type: none"> <li>• Understand the main parts of a computer.</li> <li>• Describe the functions of each parts of a computer.</li> </ul>	Matching Game: Display images or flashcards of computer parts. Ask students to match each part with its functions.	6	
June	Uses of Computer	<ul style="list-style-type: none"> <li>• Identify and describe at least three uses of computers in daily life.</li> <li>• Recognize the importance of computers in different places (home, school, office, etc.).</li> </ul>	Ask students to draw a place where they have seen a computer.	1	

July	<u>Chapter 3:</u> Knowing a keyboard	<ul style="list-style-type: none"> <li>• Understand the functions and uses of alphabet keys.</li> <li>• Recognize the purpose and placement of number keys.</li> <li>• Identify and explain the different types of special keys.</li> </ul>	<p>Give students a printed keyboard worksheet.</p> <p>Ask them to colour specific keys: Letter keys → Blue Number keys → Green Spacebar and Enter key → Red</p>	6	
August	<u>Chapter 4:</u> Using a Mouse	<ul style="list-style-type: none"> <li>• To learn how to use the mouse.</li> <li>• Explain the functions of the mouse pointer on the screen.</li> <li>• Demonstrate various mouse actions.</li> </ul>	<p>Click and Colour:</p> <p>Open a colouring app or website where students can click to fill sections with colours.</p> <p>Ask them to select different colours by clicking and then fill different areas of the picture.</p>	6	
September	<b>Revision for AOL-1</b>				
October	<u>Chapter 5:</u> Data and storage devices	<ul style="list-style-type: none"> <li>• Understand the concept of data.</li> <li>• Understand the need of memory in computer.</li> <li>• Understand the need of storage device.</li> <li>• Identify the various data storage device.</li> </ul>	<p>Sorting Game:</p> <p>Mix images of storage and non-storage devices (e.g., keyboard, mouse).</p> <p>Ask students to separate the storage devices.</p>	5	<p><b>PT ( 2 )</b></p> <p><u>Chapter 5:</u> Data and Storage Devices</p> <p><b>AOL ( 2 )</b></p> <p><u>Chapter 6:</u> Introduction to Paint</p> <p><u>Chapter 7:</u> Let's Code: ScratchJr</p> <p><u>Chapter 8:</u> My AI Pal</p>
November	<u>Chapter 6:</u> Introduction to Paint	<ul style="list-style-type: none"> <li>• Start the Paint application on a computer.</li> <li>• Identify the components of the Paint window.</li> <li>• Learn about various tools of Paint.</li> <li>• Create basic shapes using the drawing tools in paint</li> </ul>	<p>Let students open Paint on computers.</p> <p>Ask them to:</p> <p>Draw simple shapes (circle, square).</p> <p>Use different colours to fill the figure.</p> <p>Erase any mistakes and redraw.</p>	10	

	Fun with Tux Paint	<ul style="list-style-type: none"> <li>• Identify the Tux Paint icon.</li> <li>• Use basic tools in Tux Paint (paintbrush, shapes, stamps, and eraser).</li> <li>• Create a simple drawing using Tux Paint.</li> </ul>	Let students open Tux Paint on computers. Ask them to: Draw a simple scene (e.g., a house with a sun and clouds). Use different colours.	2	
December	<u>Chapter 7:</u> Let's Code : ScratchJr	<ul style="list-style-type: none"> <li>• Start ScratchJr on a tablet or a computer.</li> <li>• Create a simple code to make a sprite move.</li> <li>• Learn about different components of ScratchJr window.</li> <li>• Add a new background.</li> <li>• Move an existing sprite.</li> <li>• Add a new sprite to introduce a new character or object.</li> </ul>	Let students open Scratch Jr on their devices. Ask them to: Choose a character. Use at least two coding blocks (e.g., Move and Jump). Make their character move across the stage.	9	
January	<u>Chapter 8:</u> My AI Pal	<ul style="list-style-type: none"> <li>• Understand and explain AI.</li> <li>• Describe the basic rules of playing Tic- Tac-Toe.</li> </ul>	AI Chat Activity: Let students interact with the AI assistant one by one. Guide them to ask simple questions or give commands like: "What is 2 + 2?"	6	
February	<b>Revision for AOL-2</b>				