



BISHOP SCOTT BOYS' SCHOOL
STUDENT CURRICULUM MANUAL

Subject: ICT

Class: 4

Academic Plan: 2025 -26

Month	Course Description	Learning Outcome	Activity	No. of Periods	Portion for PT & TERM Assessment
April	CHAPTER-1 Data Storage and Memory	To enable students to: <ul style="list-style-type: none"> • Understand the concept of memory in computers. • Measure a computer's memory. 	<ul style="list-style-type: none"> • Visit the computer lab to check the available storage devices and determine their storage capacity. • Create a memory list in MS Word, add bullet points, and save the file with the name "Memory." 	5	PT-1 1. Data Storage and Memory 2. Managing Files and Folders in Windows 10 TERM-1 3. More on Word 2019 4. Introduction to PowerPoint 2019 5. Using a Browser
	CHAPTER-2 Managing Files and Folders in Windows 10	To enable students to: <ul style="list-style-type: none"> • Understand the features and functions of the Windows 10 Desktop, Start button, icons, and Taskbar. • Navigate and customize the Windows 10 Desktop and Taskbar for better usability. 	<ul style="list-style-type: none"> • Open the Start Menu, search for applications, and pin them to the Taskbar. • Observe and categorize various icons, such as application shortcuts, system icons, and file folders. 	6	PT-2 6. Visual Processing 7. More Blocks in Scratch TERM-2 8. Creating Shapes in Scratch 9. Google Blockly Games 10. "Evolution of AI"

Month	Course Description	Learning Outcome	Activity	No. of Periods	Portion for PT & TERM Assessment
May	CHAPTER-2 Managing Files and Folders in Windows 10	<ul style="list-style-type: none"> • Manage files and folders effectively, including creating, renaming, moving, and deleting them. 	<ul style="list-style-type: none"> • Create a new folder on the desktop, rename it, and move files into it. 	2	
June	CHAPTER-3 More on Word 2019	<p>Students will develop skills to:</p> <ul style="list-style-type: none"> • Insert and manipulate shapes and pictures in Word 2019. • Enhance text appearance using WordArt and other formatting tools. 	<ul style="list-style-type: none"> • Use MS Word 2019 to draft a document about the school cricket team, including team members, rules, and schedules. • Try different WordArt styles to enhance the document's headings and make the content visually appealing. 	3	
July	CHAPTER-3 More on Word 2019	<ul style="list-style-type: none"> • Work with tables, including inserting, formatting, merging/splitting cells, and deleting rows or columns. • Modify table layout by adjusting row height, column width, and text alignment. 	<ul style="list-style-type: none"> • Encourage students to use various formatting tools, such as fonts, colors, and text effects, to improve their design skills. • Create motivational posters with messages like "Keep Silence," "Always Respect Your Elders," and "Honesty is the Best Policy," using WordArt and images. 	2	

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July	<p>CHAPTER-4 Introduction to PowerPoint 2019</p> <p>Revision of PT-1</p>	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Start PowerPoint 2019 and create a new presentation. • Understand the components of the PowerPoint 2019 window and different slide layouts. • Apply themes and change slide backgrounds to enhance design. • Insert and customize “SmartArt graphics.” • Format text and other slide elements for better readability. • View, navigate, and manage presentations effectively. 	<ul style="list-style-type: none"> • Open PowerPoint and start a new presentation about your favorite animal. • Use different slide layouts, themes, and background styles to enhance the presentation. • View the slideshow in different modes, such as Normal View, Slide Show View, and Presenter View. 	6	
August	<p>CHAPTER-5 Using a Browser</p>	<p>To enable students to:</p> <ul style="list-style-type: none"> • Understand the concept of the Internet and its importance. • Use Microsoft Edge to browse the web efficiently. • Search for information on the Internet using search engines. • Explain how search engines work to retrieve relevant results. • Perform downloading and uploading tasks on the Internet safely and effectively. 	<ul style="list-style-type: none"> • Students will open Microsoft Edge and explore its different parts. • Students will perform a search using keywords. • Students will download sample image and then upload to their Google Drive. 	5	

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August	CHAPTER-6 Visual Processing	To enable students to: <ul style="list-style-type: none"> Develop visual processing skills through picture puzzles. Enhance problem-solving abilities by analyzing and solving visual challenges. Understand and interpret directions and maps effectively. Apply map-reading skills to navigate and locate places accurately. 	<ul style="list-style-type: none"> Students solve simple puzzles projected on the smartboard. Students will be shown objects or letters to identify their mirror images. Using a simple map, students will practice locating places. 	5	
	CHAPTER-7 More Blocks in Scratch	This lesson aims to equip students with the skills to: <ul style="list-style-type: none"> Identify and understand the 	<ul style="list-style-type: none"> Open Scratch and identify the key components of the 	2	
September	CHAPTER-7 More Blocks in Scratch	<ul style="list-style-type: none"> components of the Scratch window. Explore and use different block categories in Scratch. Set and adjust the position of a sprite within a Scratch project. Set and adjust the position of a sprite within a Scratch project. Create a basic Scratch project by applying learned concepts. 	<ul style="list-style-type: none"> Scratch window, such as the Stage, Sprite Pane, Blocks Palette, and Scripts Area. Drag and drop blocks from different categories (Motion, Looks, Sound, Events, etc.) to see how they function. Use Motion blocks to move a sprite to different positions on the stage. Apply learned concepts to create a basic Scratch project. 	3	
	Revision of Term-1				

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October	CHAPTER 8 Creating Shapes in Scratch	This lesson empowers students to: <ul style="list-style-type: none"> • Understand and use the Pen Block in Scratch for drawing. • Create a square using coding blocks in Scratch. 	<ul style="list-style-type: none"> • Open Scratch and explore the Pen extension. • Add the Pen Block to the project and understand its functions. 	3	
November	CHAPTER 8 Creating Shapes in Scratch	<ul style="list-style-type: none"> • Draw polygons of different shapes by applying programming concepts in Scratch. 	<ul style="list-style-type: none"> • Use motion and pen blocks to make a sprite draw a square. • Experiment with angles and side lengths to understand geometric patterns. • Change pen colors, use loops to repeat shapes, and add creative effects. 	3	
	Revision of PT-2			3	

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December	CHAPTER-9 Google Blockly Games	To enable students to: <ul style="list-style-type: none"> • Create and play the Bird Game to learn rotation by an angle. • Develop the Turtle Game to understand the concept of moving the pen. 	<ul style="list-style-type: none"> • Use Blockly's Game programming to play a Bird Game. • Experiment with different angles and directions to understand how rotation affects movement. • identify errors, and adjust enhance the gameplay experience. 	6	
	CHAPTER-10 Evolution of AI	<ul style="list-style-type: none"> • Understand AI fundamentals and its significance. • Explore AI pioneers like Alan Turing and John McCarthy. • Examine historical AI systems such as the Bombe, ELIZA, and Deep Blue. 		3	
January	CHAPTER-10 Evolution of AI	<ul style="list-style-type: none"> • Study AI robotics, including WABOT and Ichiro Kato's contributions. • "Analyse AI's impact on gaming" (Xbox) and space exploration (Spirit & Opportunity). 	<ul style="list-style-type: none"> • To make a presentation on different types of robots. 	1	
February	Revision of Term-2			2	
March	Final Term Exam				