BISHOP SCOTT BOYS' SCHOOL

C - *Curriculum*

D - *Development &*

L - *Learning*

O - *Objectives*

1

ICT

BISHOP SCOTT BOYS' SCHOOL

STUDENT CURRICULUM MANUAL

Subject : ICT	Class : 1	Academic Plan : 2025 -26

Month	Course Description	Learning Outcome	Activity	No. of Periods	Portion for PT & TERM Assessment
April	Chapter 1: Computer – A Smart Device	• To know about natural and human made things. • Understand the concept of machines. • Understand a computer as a smart machine. • Recognize common smart devices around themselves.	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	**PT (1)** Chapter 1: Computer – A Smart Device. **AOL (1)** Chapter 2: Parts of a Computer Chapter 3: Knowing a Keyboard Chapter 4: Using a Mouse
May	Chapter 2: Parts of a Computer	• Understand the main parts of a computer. • Describe the functions of each parts of a computer.	Matching Game: Display images or flashcards of computer parts. Ask students to match each part with its functions.	6	
June	Uses of Computer	• Identify and describe at least three uses of computers in daily life. • Recognize the importance of computers in different places (home, school, office, etc.).	Ask students to draw a place where they have seen a computer.	1	

Month	Chapter	Learning Objectives	Activity	Periods	Assessment
July	Chapter 3: Knowing a keyboard	• Understand the functions and uses of alphabet keys. • Recognize the purpose and placement of number keys. • Identify and explain the different types of special keys.	Give students a printed keyboard worksheet. Ask them to colour specific keys: Letter keys → Blue Number keys → Green Spacebar and Enter key → Red	6	
August	Chapter 4: Using a Mouse	• To learn how to use the mouse. • Explain the functions of the mouse pointer on the screen. • Demonstrate various mouse actions.	Click and Colour: Open a colouring app or website where students can click to fill sections with colours. Ask them to select different colours by clicking and then fill different areas of the picture.	6	
September	**Revision for AOL-1**				
October	Chapter 5: Data and storage devices	• Understand the concept of data. • Understand the need of memory in computer. • Understand the need of storage device. • Identify the various data storage device.	Sorting Game: Mix images of storage and non-storage devices (e.g., keyboard, mouse). Ask students to separate the storage devices.	5	**PT (2)** Chapter 5: Data and Storage Devices **AOL (2)** Chapter 6: Introduction to Paint Chapter 7: Let's Code: ScratchJr Chapter 8: My AI Pal
November	Chapter 6: Introduction to Paint	• Start the Paint application on a computer. • Identify the components of the Paint window. • Learn about various tools of Paint. • Create basic shapes using the	Let students open Paint on computers. Ask them to: Draw simple shapes (circle, square). Use different colours to fill the figure.	10	

		drawing tools in paint	Erase any mistakes and redraw.		
	Fun with Tux Paint	• Identify the Tux Paint icon. • Use basic tools in Tux Paint (paintbrush, shapes, stamps, and eraser). • Create a simple drawing using Tux Paint.	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	Chapter 7: Let's Code : ScratchJr	• Start ScratchJr on a tablet or a computer. • Create a simple code to make a sprite move. • Learn about different components of ScratchJr window. • Add a new background. • Move an existing sprite. • Add a new sprite to introduce a new character or object.	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	Chapter 8: My AI Pal	• Understand and explain AI. • Describe the basic rules of playing Tic- Tac-Toe.	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	**Revision for AOL-2**				