



# **Utsav Foundation**

## **Session 2025-2026**

**Class: 1st**

**Subject: Computer Science**

**Book: IT Planet**

**Total Study Time: 120 Hours (Theory: 80 | Practical: 20)**

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### **Curriculum Overview**

**This curriculum is designed to introduce 1st-grade students to fundamental computer concepts. It provides a balance of theoretical learning and hands-on activities to help students develop familiarity with computers. The curriculum emphasizes interactive and engaging methods to foster curiosity and foundational digital literacy skills.**

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### **Teaching Methodology**

**To ensure effective learning, the following teaching strategies will be used:**

- 1. Visual Aids & Multimedia – Use of videos, images, and digital demonstrations.**
- 2. Storytelling & Role-Playing – Engaging students with interactive storytelling to explain concepts.**
- 3. Hands-on Learning – Practical sessions with computers for typing, drawing, and interactive exercises.**
- 4. Worksheets & Activities – Reinforcement of concepts through fun worksheets and group activities.**
- 5. Demonstration & Practice – Teacher-led demonstrations followed by student practice.**

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## **Detailed Chapter Breakdown**

### **Chapter 1: Computer – A Magic Machine**

#### **Topics Covered:**

- **Introduction to Computers**
- **Natural Things**
- **Man-Made Things**
- **What is a Machine?**
- **Different Types of Machines**
- **Characteristics of a Computer**

**Learning Outcome:** Students will differentiate between natural and man-made things, understand machines, and identify computers as smart machines.

**Activity:** Sorting objects into natural and man-made categories, identifying machines in daily life.

### **Chapter 2: Computer – Its Parts**

#### **Topics Covered:**

- **Parts of a Computer**
- **Functions of Computer Parts (Monitor, Keyboard, CPU, Mouse)**
- **Additional Devices (Printer, Speakers)**

**Learning Outcome:** Students will recognize different computer components and their uses.

**Activity:** Labeling parts of a computer, touch and feel session with real devices.

### **Chapter 3: Computer – Its Uses**

#### **Topics Covered:**

- **Drawing and Coloring**
- **Solving Sums**
- **Playing Games**
- **Watching Movies and Cartoons**
- **Playing Music**
- **Typing**
- **Using the Internet**
- **Chatting**
- **Saving**

**Learning Outcome:** Students will explore different applications of computers in daily life.

**Activity:** Group discussion on where they have seen computers, hands-on painting activity using a digital tool.

## **Chapter 4: Turning On/Off a Computer (Do's and Don'ts)**

### **Topics Covered:**

- **Do's and Don'ts**
- **Turning On the Computer**
- **Turning Off the Computer**

**Learning Outcome:** Students will learn the safe and correct way to start and shut down a computer.

**Activity:** Hands-on session practicing turning on and off a computer.

## **Chapter 5: The Keyboard**

### **Topics Covered:**

- **Keyboard Layout**
- **Alphabet Keys**

- **Number Keys**
- **Special Keys**
- **Function Keys**
- **Arrow Keys**

**Learning Outcome:** Students will understand how to use different types of keys on a keyboard.

**Activity:** Typing simple words and playing interactive keyboard games.

## **Chapter 6: The Mouse**

### **Topics Covered:**

- **Parts of a Mouse**
- **Holding a Mouse**
- **Using a Mouse**
- **Functions of a Mouse**
- **Scroll Wheel**

**Learning Outcome:** Students will develop mouse control skills.

**Activity:** Drag-and-drop game using a computer mouse.

## **Chapter 7: Data and Memory**

### **Topics Covered:**

- **How a Computer Works?**
- **Data and Information**
- **Memory**

**Learning Outcome:** Students will learn how computers store and process information.

**Activity:** Simple demonstration of how memory works by storing and retrieving items in a box.

## **Chapter 8: Tux Paint – Introduction**

## **Topics Covered:**

- **Introduction to Tux Paint**
- **Using Toolbar (Shapes, Eraser, Lines, Stamp, Magic Tool)**
- **Quit Tool**

**Learning Outcome:** Students will be able to create basic digital artwork using Tux Paint.

**Activity:** Drawing a picture using different tools in Tux Paint.

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## **Weekly Study Plan**

<b>Week</b>	<b>Chapter</b>	<b>Topics Covered</b>	<b>Activity</b>
<b>1-2</b>	<b>Computer – A Magic Machine</b>	<b>What is a Computer? Natural vs. Man-Made</b>	<b>Sorting and discussion</b>
<b>3-4</b>	<b>Computer – Its Parts</b>	<b>Parts and their Functions</b>	<b>Labeling and hands-on device session</b>
<b>5-6</b>	<b>Computer – Its Uses</b>	<b>Various Uses of Computers</b>	<b>Group discussion and drawing activity</b>
<b>7-8</b>	<b>Turning On/Off a Computer</b>	<b>Do's &amp; Don'ts, Safe Usage</b>	<b>Practicing turning on/off a computer</b>
<b>9-10</b>	<b>The Keyboard</b>	<b>Alphabet, Number, Function Keys</b>	<b>Typing simple words</b>
<b>11-12</b>	<b>The Mouse</b>	<b>Holding, Clicking, Scrolling</b>	<b>Drag-and-drop game</b>
<b>13-</b>	<b>Data &amp;</b>	<b>Storage and</b>	<b>Memory</b>

<b>Week</b>	<b>Chapter</b>	<b>Topics Covered</b>	<b>Activity</b>
<b>14</b>	<b>Memory</b>	<b>Retrieval Concepts</b>	<b>demonstration activity</b>
<b>15-16</b>	<b>Tux Paint</b>	<b>Using Shapes, Eraser, Stamps</b>	<b>Digital drawing project</b>

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### **Assessment Plan**

<b>Assessment Type</b>	<b>Weightage</b>	<b>Description</b>
<b>Theory Exam</b>	<b>40%</b>	<b>Written test covering theoretical concepts</b>
<b>Practical Exam</b>	<b>20%</b>	<b>Hands-on demonstration of computer use</b>
<b>Class Participation</b>	<b>15%</b>	<b>Engagement in discussions and activities</b>
<b>Worksheets &amp; Homework</b>	<b>15%</b>	<b>Performance in worksheets and small projects</b>
<b>Project/Presentation</b>	<b>10%</b>	<b>Creating a simple digital drawing or typing project</b>

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### **Learning Outcomes by End of Year**

**By the end of the academic session, students will be able to:**

- 1. Identify and name different parts of a computer.**
- 2. Understand the function and use of basic input and output devices.**

- 3. Demonstrate safe handling and basic operations like turning on/off a computer.**
  - 4. Type simple words and navigate using the mouse.**
  - 5. Use Paint software to create basic drawings.**
  - 6. Differentiate between data and memory in computers.**
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### **Resource Materials**

- Textbook: IT Planet (Class 1 Computer Textbook)**
  - Digital Learning Tools: Interactive keyboard and mouse practice games**
  - Visual Aids: Flashcards, images, and videos for demonstrations**
  - Worksheets & Practice Sheets: To reinforce learning through fun exercises**
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**This detailed curriculum ensures structured and engaging learning for students, helping them build a strong foundation in computers from an early age.**