

**CLASS - 1**  
**(SESSION-2021-22)**  
**Subject: - COMPUTER**

**Book: - CODING AND COMPUTATIONAL SKILLS (LEAD)**

<b>DURATION</b>	<b>SYLLABUS COVERED</b>	<b>SYLLABUS TESTED</b>	<b>LEARNING OUTCOMES</b>
<b>MOY (APRIL- SEPTEMBER)</b>	UNIT-1 PUZZELS WITH MY NEW GADGETS FRIENDS	GCOMPRISE	STUDENTS WILL BE ABLE TO USE ARROW KEYS, DRAG AND DROP.
	UNIT-2 SHAPES AND LOGO	TUX PAINT (USE OF SHAPES AND COLOUR)	STUDENTS WILL BE ABLE USE TUX PAINT SOFTWARE
	UNIT-3 BECOME A DIGITAL ARTIST AND A STORY TELLER	TUX PAINT (CREATING STORY USING VISUALS IN TUX PAINT)	STUDENTS WILL BE ABLE TO CREATE STORY USING DIFFERENT VISUAL EFFECTS.
	UNIT-4 SHAPES AROUND ME	TUX PAINT (CREATE A SCENE OF A TRAFFIC SIGNALS)	STUDENTS WILL BE ABLE TO DESIGN LOGOS.
<b>EOY (OCTOBER- FEBURARY)</b>	UNIT-5 GO RHYMING WITH KEYS	NOTEPAD (CREATE THEIR OWN RHYME USING ALPHABET KEYS)	STUDENTS WILL BE ABLE THINK CREATIVELY AND USE KEYBOARD THOURGHLY.
	UNIT-6 PLAY WITH KEYS	NOTEPAD(CREATE A RESTURANT MENU CARD USING ALPHABET AND NUMBER KEYS)	
	UNIT 7 WEAVE YOUR STORIES	STORY BOOK WEAVER	