

KIDS WORLD SCHOOL, NAGPUR
SESSION – 2026-27
CLASS - I
SUBJECT – COMPUTER

UNIT		Topic	Sub-Topic	Month		Suggested Ice- Breaking Activity	Teaching Pedagogy	Competency	Expected Learning Outcome	Assessment
No.	Name			Starting	Closing					
1		Computer-My Friend!	Computer	July Day 1	July	Jump up and Sit down on cue	Reading	Identify a computer as a smart machine, human made machine	1. To recognize different machines. 2. To learn different features of a machine	
			Uses of computer, {Place where computers are used.	Day 2		Touch your nose, ears, eye and head.	Hands-on Practice using ICT Tools/Props	1. Recognize that computers work very fast 2. Will be able to understand that computers help us solve maths sums 3.Recall that computers can store information like words and pictures.	1.To get familiar with the places where computers are used. 2.To understand the importance of computer in present days.	
				Day 3		Opposite word activity	Hands-on Practice using ICT Tools/Props	Lab	Textbook practical	
			Writing work	Day 4		Move in different direction.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
2		Intelligent Machines		August Day 1	August	Clapping hands-on different beats/on count	Reading	The students will be able to read and understand the topic.	To identify different smart machines.	
				Day 2		Write ‘W’ form right hand and write M from left hand.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	The students will be able to recognise machines using AI. The students will be able to recognise different intelligent machines.	1.To know about various machines uses AI and their features. 2.To know about various smart machines and their features. 3.To understand different features of a smart machine.	
				Day 3		Hold pencil in a group of 5	Hands-on practice.	Lab	Textbook practical	
			Writing work	Day 4		Teachers says ‘Left turn’, ‘stand on one leg’ ‘jump up.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	

3		Parts of a Computer		September Day 1	September	Flapping palms and joining hands with your partner	Reading	The students will be able to read and understand the topic.	Identify the main parts of computer.	
			Monitor and C.P.U Mouse and key board	Day 2		Touch your head, shoulder, knees and toes.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. The ability to identify main physical components of a computer Monitor and C.P.U. 2. The students will be able to understand the importance of C.P.U and Monitor. 3.The ability to identify main physical components of a computer. 4. The students will be able to understand the importance of Mouse and Keyboard.	1. To identify and learn about the monitor and central processing unit. 2. To identify and learn the uses of physical part. 3.To identify and learn about the mouse and keyboard. 4. To identify and learn how mouse and keyboard works.	
			Writing work	Day 3		In and out activity.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
				Day 4		Hold a notebook on your head. Clap on every beat the teacher counts: 1-2-3-4. If it falls = freeze	Hands-on practice.	Lab	Textbook practical	
4		Handling a Mouse	Mouse Pointer, Holding a mouse	November Day 1	November	Turn to left and turn to right on music	Reading	Basic digital literacy through fine motor control and spatial awareness. Learning to track the mouse and mapping it to the movement of the cursor on the screen. The ability to identify right - click, left -click and using scroll wheel.	1. To know what a mouse is and how it works. 2.To identify mouse parts (buttons, scroll, wheel, wire) 3.To understand the mouse pointer and the correct way of holding a mouse.	
			Writing work	Day 2	Day 2	This activity is called: "Complete the Word" or "Half-Spelling Relay" Like: Teacher says 'comp' and students say 'u t e r' → Computer"	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Actions of mouse	Day 3	Day 3	"Complete the Shape" The teacher will draw half of a shape, and students will complete the other half of that shape.	Hands-on practice.	Lab	Textbook practical	

5		Using a Keyboard		December Day 1	December	Traffic Light Reading Green card = read fast Yellow card = read medium Red card = read slow + paus	Reading, displaying pictures of some smart machines using ICT Tools/Props	1.The students will be able to read and understand the topic. 2.Develop to map abstract physical letters on keys to the digital symbols appearing on a monitor, boosting letter recognition, spelling, language awareness. 3.The students will be able to understand the difference between spacebar, enter and backspace.	1. To recognize a keyboard and its importance. 2.To use alphabet and number keys for typing. 3. To understand and apply the use of spacebar, enter and backspace.	
				Day 2		Everyone holds pencil between lip and nose. Teacher claps a pattern: clap-clap-pause-clap. Students repeat the pattern.	Hands-on practice,	Lab	Textbook practical	
			Writing work	Day 3		Click-Click-Pause" → Read "Click" loud, "Click" louder, pause	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book	
6		Fun With Paint		January Day 1	January	Singing in chorus a line sung by the teacher	Reading	Develop foundational digital literacy and creative-artistic competency.	. To learn how to start Paint.	
				Day 2		Balance eraser on one finger. Teacher claps. Students tap desk on each clap without dropping it.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	It combines fine motor skills through mouse control with cognitive expression via drawing and colour recognition. The students will be able to draw shapes on paint and colour it.	1. To recognize different parts of the Paint Window. 2. To draw a rectangle and a circle. 3. To fill colour inside a shape. 4.To understand how to draw different shapes.	
			Writing work	Day 3		Turn to the right → Turn to the left → Turn back → Jump up high.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book	
				Day 4		Trace the picture and colour it with the crayons of your choice.	Hands-on practice, displaying how to use paint.	Lab	Textbook practical	
7		Data and Storage		February Day 1	February	Draw a computer using only shapes: Rectangle = monitor, Small rectangles = keys, Circle = mouse, Then colour it and label each part	Reading	It will develop foundational computational thinking. .	To understand the meaning of data	
				Day 2		Jump on different counts.	Hands-on practice, displaying pictures of some smart machines	1. Basic classification, organization, and pattern recognition skills	1. To identify examples of data	

							using ICT Tools/Props		2. To understand the meaning of storage. 3. To recognize different storage device.	
			Writing work	Day 3		Hand up, hands down, Stant up, sit down.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book	
				Day 4		Eyes movement Look left, look right, look up, look down.	Hands-on practice, learn how to save data.	Lab	Textbook practical	