

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

UNIT		Topic	Sub-Topic	Month		Suggested Ice-Breaking Activity	Teaching Pedagogy	Competency	Expected Learning Outcome	Assessment
No.	Name			Starting	Closing					
1		Know Your Computer	Computer And its features.	July Day 1	July	Jump up and Sit down on cue	Reading	1. Identify a computer as a smart machine, human made machine	1. To tell the characteristics of a computer. 2. To understand the limitations of a computer.	
			Uses Of computer and Advantages of computer.	Day 2		Balloon Breath: Breathe in like blowing balloon, Hold 3 sec, Breathe out slow, 3 times	Hands-on Practice using ICT Tools/Props	1.Recognize that computers (desktop, laptop, tablet and smartphone) and how they work very fast but have certain limitations.	1.To list various fields where computers are used. 2.To state the use of a computer at different places. 3.To know about the disadvantages of a computer.	
			Writing work	Day 3		Open = arms wide, Close = hug self, Save = hands on head, Delete = swipe hands away	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 4		Tap both feet and clap your hands	Hands-on practice.	Lab	Textbook practical	
2		Working of a Computer		August Day 1	August	Clapping hands-on different beats/on count	Reading	1. Develops foundational computational thinking and problem solving.	1.To understand the working of a computer.	
			IPO cycle, Components of the CPU.	Day 2		Opposite Actions When I say STAND, you SIT. When I say SIT, you STAND. When I say CLAP, you FREEZE.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1.To identify logically and break down daily processes into proper input, processing, and output ways.	2.To be able to define input, process and output. 3.To be able to categorize the different parts of a computer	
			Writing work	Day3		Spell-Jump: Spell C-O-M-P-U-T-E-R, 1 jump per letter, Sit on R	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 4		Clap-Snap-Point: Clap-clap, Snap-snap, Point left, Point right, Touch nose	Hands-on practice.	Lab	Textbook practical	

3		Input and Output Devices	Input devices	September Day 1	September	Flapping palms and joining hands with your partner		1. To enable to categorize hardware, understand human-computer interaction. .	1. To tell the use of a keyboard, mouse and microphone. 2. To state the different types of mouse.	
			Output Devices	Day 2		Shake-Stop 🎵 Shake hands 5 sec, Shake shoulders 5 sec, Shake whole body 5 sec, FREEZE, Melt to seat slowly	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1.To logically identify how digital information flows into and out a system.	1. To list the names of different input and output devices. 2. To identify the role of all input and out devices (scanner, joystick, light pen, web camera, barcode reader, printers, etc)	
			Writing work	Day 3		Statue-Maker: Jump up, Freeze like a statue, Make funny face, Freeze 3 sec, Sit	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 4		Elbow-Knee: Right elbow to left knee, Left elbow to right knee, Repeat 4 times	Hands-on practice.	Lab	Textbook practical	
4		Storage Devices	Hard disk, CD,DVD, Memory Card.	November Day 1	November	Turn to left and turn to right on music	Reading Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. To understand the data persistence and logically classify how digital systems save, pull out, and organize information for future use.	1. To know what storage devices are. 2. To understand the function of the Hard disk. 3. To describe features of CD and DVD. 3. To understand uses of Blu-ray Disc, Pen Drive and its portability. 4. To identify Memory Card in mobile phones and cameras.	
			Writing work	Day 2		Desk Drumming: Tap desk 4 times fast, 2 times slow, 1 big bang, Hands up	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 3		Animal Moves: Hop like frog 3 times, Stretch like cat, Stand tall like giraffe	Hands-on practice.	Lab	Textbook practical	
5		Drawing Shapes in Paint	Components of the paint window, shapes group. Opening or editing an	December Day 1	December	Face Yoga: Big smile, Surprise face, Angry face, Close eyes, Open eyes	Reading Hands-on practice, displaying pictures of some smart machines	1. Develop spatial-mathematical and advanced digital literacy. 2. Enhance geometric visualization, and fine motor coordination with digital tools.	1. To identify the main components of the Paint Window. 2. To use the Line shape to draw straight lines. 3. To use the Curve shape to draw curved lines .	

			existing drawing.				using ICT Tools/Props		5. To identify and draw other shapes like triangles, hearts, stars, arrows, and callouts. 6. To draw and fill shapes with colours, fill styles, exit Paint, etc.	
			Writing work	Day 2		2. Robot Commands: Robot walk 3 steps, Robot freeze, Robot wave, Robot sit	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 3		Clap on different count.	Hands-on practice.	Lab	Textbook practical	
6		More on Paint	Tools group	January Day 1	January	Singing in chorus a line sung by the teacher	Reading	1. To develop creative-artistic expression and independent digital navigation.	1. To recognize tools in the Tools group. 2. To use Pencil, Fill with color, Text, and Eraser Tools.	
			Brushes tool	Day 2		Up-Down Reverse Hands UP = hands DOWN. Hands DOWN = hands UP. Hands OUT = hands IN.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. To use editing tools like selection, rotation, color pickers to draw, paint.	1.To identify the Brushes tool, to draw using different brush styles.	
			Writing work	Day 3		When I say WALK FAST, walk SLOW motion. When I say WALK SLOW, walk FAST in place.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Practical	Day 4		Backward bending and forward leaning on giving commands-delete and save	Hands-on practice.	Lab	Textbook practical	
7		Scratch Jr.	What is coding. Starting scratch Junior. Components of the Scratch Jr windows.	February Day 1	February	Singing in chorus a line sung by the teacher	Reading	1. Enable to break problems down, queue the events, build basic digital interactive stories and animations.	1. To understand the meaning of coding. 2. To open and start Scratch Jr.	
			Changing the character and Adding a new background.	Day 2		Zip-Zap-Zop : Say "Zip" point left, "Zap" point right, "Zop" point front. Go fast	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. To understand how to Change the character and Adding a new background.	1.To define components of Scratch Jr. Window. 2.To move and change character and add new background.	
			Writing work	Day 3		Touch LEFT ear with RIGHT hand. Touch	Read and write.	Answer the following question.	Able to read question and answer them.	

						RIGHT knee with LEFT hand. Touch LEFT shoulder with RIGHT hand.			Activity given in book.	
			Practical	Day 4		Click = clap once, Double Click = clap twice, Right Click = stomp foot, Drag = slide arms	Hands-on practice.	Lab	Textbook practical	

