

KIDS WORLD SCHOOL, NAGPUR

SESSION – 2026-27

CLASS - III

SUBJECT – COMPUTER

UNIT		Topic	Sub-Topic	Month		Suggested Ice-Breaking Activity	Teaching Pedagogy	Competency	Expected Learning Outcome	Assessment
No	Name			Starting	Closing					
1		Hardware and Software	Hardware and Software	July Day 1	July	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity	Students will read basic ICT words fluently with correct pronunciation	
			Type of software.	Day 2		Call out "Input!" and students clap hands once. Call out "Process!" and they run on the spot. Call out "Output!" and they jump up and sit down.	Displaying pictures of some software by using smart machines using ICT	1. To understand dual nature of computers by dividing physical components they can touch and digital programs to learn. 2. Develop functional digital literacy and systematic classification.	1.To know what hardware and software 2.To know about the input, output and storage devices of a computer.	
			Word processing software, Presentation software	Day 3		Teacher shows icons of MS Word and MS PowerPoint. Students name the software.	Demonstration + Hands-on practice + Learning by doing	1.Identify the purpose and basic features of word processing and presentation software. 2.Develop operational skills to create, edit, and save documents and slides.	1.To know about software, systems, operating system and its features and about application software and various types. 2.Students will be able to open MS Word, type, format text, and save a document.	
			Relation between hardware and software	Day 4		Jump when teacher claps. Freeze when no clap	Discussion + Real-life examples + Question-Answer method	1.-Understand the interdependence of hardware and software. 2.Develop logical thinking to explain how a computer works as a system	1.To know the relationship between hardware and software.	
			Draw a picture in paint software	Day 5		Stand on "Go", Sit on "Stop", Spin on "Spin". 1 minute fast	Hands-on practice.	Lab	Textbook practical	
			Text book question	Day 6		Teacher says "Cat", students shout rhymes: bat, hat, mat...	Read and write.	Answer the following question.	Able to read question and answer them.	
			Text book question	Day 7		Look up, down, left, right, circle. Blink 10 times fast	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	

			Write your name in word.	Day 8		Pass the ball. If the ball falls, down freeze.	Hands-on practice.	Lab	Textbook practical	
2		Getting Started With Windows	Windows 10	August Day 1	August	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity.	1.Students will read basic ICT words fluently with correct pronunciation	
			The desktop	Day 2		Teachers says ‘Left turn’, ‘stand on one leg’ ‘jump up’ (students act only on command)	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props.	To learn how to interact with computer interface confidently, manage desktop files, and control basic software operations easily.	2.To know about Windows 10 and its features. 3.To understand the sections of the Desktop: icons and taskbar.	
			Basic operations on the desktop.	Day 3		Teacher points to icons on smart board: My Computer, Recycle Bin, Taskbar. Students will name them.	Demonstration + Hands-on practice + Step-by-step instruction.	1.Identify desktop elements like icons, taskbar, start menu, wallpaper. 2.Develop skills to perform basic mouse and keyboard operations on desktop.	1.Students will be able to start and shut down the computer properly. 2. Students will be able to change wallpaper and use taskbar to switch between programs.	
			Changing the screen saver	Day 4		1 clap = Hands up. 2 claps = Hands down. 3 claps = Spin.	Demonstration + Hands-on practice, Step-by-step instruction.	1.Develop skills to personalize computer settings. 2.Understand how to access Display/Personalization settings	1.Students will be able to change desktop wallpaper. 2.Students will be able to set and preview a screen saver.	
			Change desktop background. Shutting down a computer	Day 5		"Do the opposite of what I say. If I say 'Stand up', you sit down. If you do wrong, clap once	Demonstration + Learning by doing + Safety instruction	1.Develop proper habits for safe start-up and shut-down of computer. 2.Understand the importance of shutting down correctly to protect hardware and date.	1.To open an application, to change the desktop background. 2. To change screensaver, shut down computer and understand the shapes of mouse pointer.	
			Activity given in text book	Day 6		Spell-Jump: Spell C-O-M-P-U-T-E-R, 1 jump per letter, Sit on R	Hands-on practice.	Lab	Textbook practical	
			Text book question	Day 7		Clap-Snap-Point: Clap-clap, Snap-snap, Point left, Point right, Touch nose	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Advantages and disadvantages of the internet.	Day 8		Flapping palms and joining hands with your partner	Hands-on practice.	Lab	Textbook practical	

3		Modifying Objects in Paint	Using select tool, Rotating or Flipping a picture.	September Day 1	September	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity	1.Students will read basic ICT words fluently with correct pronunciation. 2.To revise the tools available in different groups of Paint application and To select any part of a picture	
			Resizing a picture and cropping the picture.	Day 2		Students will stand next to their desk, calling out hardware and software parts of computer; for hardware-the command is to sit; for software it is to stand.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. To develop spatial-computational and creative editing techniques. 2. To understand how to transform digital images by learning to select, resize, and flip shapes precisely.	1. To rotate or flip a picture. 2. To resize a picture and crop it. 3. To move a selected part or the entire object and create a duplicate copy.	
			Using cut and paste Using copy paste	Day 3		Desk Drumming: Tap desk 4 times fast, 2 times slow, 1 big bang, Hands up	Hands-on practice, Problem solving + Lab activity + Peer learning	1.Apply Cut, Copy, Paste to edit and modify digital drawings. 2. Develop logical sequence for editing tasks	Students will edit a given picture by removing unwanted parts with Cut and adding new elements with Copy-Paste	
			Draw a picture of butterfly.	Day 4		Animal Moves: Hop like frog 3 times, Stretch like cat, Stand tall like giraffe	Hands-on practice.	Lab	Textbook practical	
			Text book question	Day 5		Face Yoga: Big smile, Surprise face, Angry face, Close eyes, Open eyes	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Lab session	Day 6		2. Robot Commands: Robot walk 3 steps, Robot freeze, Robot wave, Robot sit	Hands-on practice.	Lab	Textbook practical	
			Lab session	Day 7		Clap on different count.	Hands-on practice	Activity given in book	Textbook practical	
			Lab session	Day 8		Singing in chorus a line sung by the teacher	Hands-on practice.	Lab	Textbook practical	
4		Introducti on to Word	Starting Word, Components of the Word Window	November Day 1	November	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity	Students will read basic ICT words fluently with correct pronunciation	
			Creating a New Document, Entering Text in a Document.	Day 2		Students will act like robots, use physical actions like pointing, clapping, turning etc.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. Develop digital communication and word-processing. 2. Learn to type text, format simple sentences, and use digital tools.	1. To understand what Microsoft Word is. 2. To identify the main parts of the Word Window. 3. To create a new document and enter and edit text using the keyboard and to save and close a document.	

			Saving a Document, Closing Word	Day 3		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.Learn to click Save button to keep their work safe. 2.Learn to name the file and close the document properly	Students will be able to: 1. Save their work in MS Word by clicking Save/Save As. 2.Give a name to their file. 3. Close the document and computer safely without losing work.	
			Opening a Document, Printing a Document	Day 4		When I say WALK FAST, walk SLOW motion. When I say WALK SLOW, walk FAST in place.	Hands-on practice.	Lab	Textbook practical	
			Text book question	Day 5		Backward bending and forward leaning on giving commands-delete and save	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Lab session	Day 6		Clap=1, Snap=2, Stomp=3. I call numbers, they do action.	Hands-on practice.	Lab	Textbook practical	
5		Editing a Document	Selecting an editing text, Moving text	December Day 1	December	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity	Students will read basic ICT words fluently with correct pronunciation. . To know how to select text using mouse and keyboard.	
			Copying text, Deleting text	Day 2		Tap both feet and clap your hands	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	To learn to correct mistakes, modify text placement and refine digital content.	To know how to edit text (cut, copy, paste, delete)	
			Using undo and redo command	Day 3		Touch your nose, ears, eye and head.	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	Learn how to use undo and redo command. Learn when these command required.	To know how to use Undo and Redo commands.	
			Checking spelling and grammar Using thesaurus	Day 4		Opposite word activity	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	Understand the use of spelling and grammar check tools in word processing software. Use thesaurus to find synonyms and antonyms to improve vocabulary and clarity of writing.	To know how to check spellings and grammar, and how to use Thesaurus feature.	
			Text book question	Day 5		Move in different direction.	Read and write.	Answer the following question.	Able to read question and answer them. Activity given in book.	
			Lab session	Day 6		Clap in air without sound. If I hear you, you're out	Hands-on practice.	Lab	Textbook practical	

6		Introducti on to Scratch	Scratch, Starting Scratch	January Day 1	January	Reading	Focus on reading and pronunciation	Read ICT terms with correct pronunciation and clarity	Students will read basic ICT words fluently with correct pronunciation. To understand what Scratch is and to open and start it.	
			Main Components of Scratch, Moving a Sprite	Day 2		Backward bending and forward leaning on giving commands-delete and save	Hands-on practice, displaying pictures of some smart machines using ICT Tools/Props	1. Develop computational thinking and algorithmic problem-solving. 2. To learn how to create, order and run simple block based code lines etc.	1. To recognize the main parts of the Scratch window and to move a sprite on the stage.	
			Drawing a Colourful Circle, Making a Duplicate Copy of a Sprite	Day 3		Teacher calls a color and students quickly name 3 objects of that color.	Demonstration + Hands- on practice + Learning by doing in Scratch	1.Understand the use of Pen and Motion blocks to draw shapes in Scratch. 2. Develop logical sequencing skills to create patterns. 3. Understand the concept of sprites and duplication in Scratch	1. Students will be able to use Pen blocks to draw a colourful circle in Scratch 2.Students will be able to make a duplicate copy of a sprite using right-click and clone blocks	
			Saving a Scratch Project, Opening a Saved Project	Day 4		Walk when I say Green Light. If I say Red Light, freeze	Demonstration + Hands- on practice + Learning by doing in Scratch	1.Learn to save their Scratch game/animation so it doesn't get lost. 2. Learn to open a saved Scratch project and continue working on it	Students will be able to: 1.Save their Scratch project with a name using "File > Save to your computer" 2.Open a saved .sb3 file from the computer and run it. 3. Understand that saving keeps their game/cartoon safe to use later	
			Lab session	Day 5		Walk in class. When I say a number, make groups of that many. If you're left out, jump 3 times."	Hands-on practice.	Lab	Textbook practical	
				Day 6		Touch right elbow to left knee, left elbow to right knee	Hands-on practice.	Lab	Textbook practical	
			Text book question	Day 7		Clap on different counts	Read and write.	Answer the following question.	Able to read question and answer them.	
			Text book question	Day 8		Jump right, Jump left faster	Read and write.	Answer the following question.	Able to read question and answer them.	