

# COMPUTER SCIENCE

## STANDARD - I YEARLY PLANNING 2026-27

### Expected Learning Outcomes:

- ✓ Identifying and understanding the main parts of a computer (monitor, keyboard, mouse, etc.), functioning and uses of computer
- ✓ Learning how to turn a computer on and off.
- ✓ Developing basic mouse and keyboard skills.
- ✓ Introduction to basic digital drawing using software like MS Paint and tux paint.
- ✓ Developing creativity and digital art skills.
- ✓ Gaining a basic understanding of what AI is.
- ✓ Exploring real-world applications of AI.

Sr. No.	Month	Chapter
1	April+ May	Computer – An introduction
2	June	The Keyboard and Mouse
3	July	Paint - Introduction
4	August	Data and Memory
5	September	Tux Paint - Introduction
6	October	Patterns and puzzles
7	November	Fun with ScratchJr
8	December	Fun with ScratchJr cont.
9	January	Lets draw with AI
10	Feb + March	<i>Revision</i>