

COMPUTER SCIENCE

YEARLY PLANNING: 2026-27

CLASS – FS5/II

Learning Outcomes:

- ✓ Refining mouse and keyboard proficiency.
- ✓ Gaining familiarity with software applications like MS paint and Tux Paint.
- ✓ Understanding the concept of Input-Process-Output.
- ✓ Understanding the Microsoft word and its applications
- ✓ Gaining a clearer understanding of the concept of Artificial Intelligence.
- ✓ Exploring practical AI applications, such as face and hand detection.

Sr. No.	Month	Chapter
1	April+ May	Computer at various places
2	June	Computer and its components
3	July	Fun with TuxPaint
4	August	Word
5	September	More on Paint
6	October	Arrangement of Patterns
7	November	Fun with ScratchJr
8	December	Fun with ScratchJr cont.
9	January	Understanding AI
10	Feb + March	<i>Revision</i>

