

NAVY CHILDREN SCHOOL, GOA

CLASS 4					
Month	Chapter Name	Contents	Objectives	ACTIVITY	ASSISGNMENTS
APRIL/MAY	1. Computers -Memory and Storage No. of Periods :Theory 5 + Prac 5= 10	- Computer Operations - Memory Units	Children will be able to: - learn basic computer operations of the computer - learn about IPO cycle through simple examples - learn about memory units and memory capacities of the computer such as bit, byte, KB, MB, etc. - learn about primary and secondary	know about how the computer stores data, identify various memory units know more about temporary and permanent computer memory identify various memory devices that are used to store data Lab Activity: learn about the storage devices used in the school	CREATE A TIME LINE BASED ON DIFFERENT TYPES OF STORAGE DEVICES USED IN DIFFERENT GENERATIONS IN A FLOWCHART.
			lata tala	floppy disks	

JUNE/JULY	2. Computer	- Types of Computer Peripherals	Children will be able to:	- identify computer peripherals	MAKE A CHART ON THE DIFFERENT
	Peripherals	- Printer	- learn what are computer	- identify the types of printers	TYPES OF INPUT AND OUTPUT DEVICES.
	No. of Periods =	- Scanner	peripherals	- print a document	
	THEORY 5 +PRAC 5 = 10	- Microphone	- learn about input and output	- identify the types of scanners	
		- Speaker	devices	- scan a document using MS Paint	
			- learn about printer, impact and	- learn about bass, treble, etc.	
			non-impact printers and using a	Lab Activity:	
			printer	- gather information about 3D	
			- learn about scanner, its types,	printing	
			functions and how to scan a	- observe the difference in the	
			document using MS Paint	sound output at different bass	
			- learn about microphone, its uses	and treble	
			and how to record an audio using the		
			microphone and Sound Recorder		
			application		
			- learn about speaker, its uses and		
			how to adjust the volume of		
			computer speakers		
AUGUST	3. Windows 10	- About Windows 10	Children will be able to:	- identify different file extensions	MAKE A TABLE SHOWING THE
	No. of Periods:THEORY	- Files and Folders	- learn about Windows desktop,	- create and rename folders	DIFFERENT TYPES OF FILES ALONG WITH
	1 + prac 1 = 2	- Knowing your Taskbar	icons and other components	- identify the taskbar, its	THEIR EXTENSION (EXAMPLE PAINT FILE
		- Setting Date and Time	- learn about files, different	components and arrange the icons	BMP).
		- Setting the Volume	extensions and folders	on the taskbar	
			- learn to create a new folder,	- set the date and time as directed	
			rename a folder, copy and paste files	-	
			and folders	- change the position of the taskbar	
			- learn about the taskbar and its	- use the Aero Peek feature	
			components	- pin programs to the taskbar	
			- moving the taskbar, arranging the		
			icons on the taskbar, pinning the		
			icons to the taskbar, aero peek, show		
			desktop and other features.		
			- set the date and time		
			- set the volume		

	4. MS Word - Editing No. of Periods THEORY 3 +PRAC 3 = 6	 Word Processor Features of Word Processor Examples of Word Processor MS Word and its Operations Editing in MS Word Exiting MS Word 	Children will be able to: - learn about Word Processor and its examples - learn the features of Word processor - MS Word and its operations like starting MS Word, creating a new document, saving a document, opening a document, printing a document, important commands in MS Word like cut, copy, paste, etc Editing text in MS Word using spell check, grammar check, thesaurus, inserting a picture, etc exiting MS Word	 learn about different word processors create a new document, save and exit MS Word Lab Activity: type a letter and making changes in the text edit using thesaurus edit using cut, copy and paste print a document 	CREATE A DOCUMENT. WRITE 5 SENTENCES ABOUT THE BENEFITS OF COMPUTERS IN OUR DAILY LIFE. SAVE THE DOCUMENT WITH YOUR NAME AND CLASS (EXAMPLE RENU4A).
SEPTEMBER	5. MS Word - Formatting No. of Periods: theory 2 +prac 2 = 4	 Formatting Text Formatting Pictures 	Children will be able to: - learn what is font and different fonts of MS Word - learn to change the font and font size - learn to bold, italicize and underline text - learn to colour the text - learn to change the text alignment - learn to highlight the text, add bullets and use the strikethrough option - use the superscript and subscript - format pictures using different features	 identify and change font change font size format text using different options format pictures Lab Activity: type text change font and font size use bold, italics and underline change the alignment add bullets to the text insert and format pictures adjust sharpness, colour, artistic effect, etc. 	PREPARE A BOOK MARK IN MS-WORD.

in MS No. of	Advanced Features Word f Periods: theory 2 c 2 = 4	 Copy Formatting Finding Text Replacing Text Working with Shapes 	 learn to insert shapes in MS Word learn to insert text in shapes 	changes in MS Word	PREPARE A POSTER IN MS-WORD ON THE TOPIC "GOOD MANNERS V/S BAD MANNERS".
Powe No. of	Introduction to MS rPoint f Periods : theory 3 c 3 = 6	 Main components of PowerPoint Adding a slide to a presentation Deleting a slide Running a presentation Saving a presentation Closing and exiting a presentation Opening an existing presentation 		 know about MS PowerPoint identify the various components of PowerPoint window and their uses Lab Activity: create a presentation on 'Myself' 	PREPARE A PRESENTATION ON THE TOPIC "SAVE WATER, SAVE EARTH"

Scratch Scratch Scratch Concept of program and Page 2 Children will be able to: Children will be able to: Scratch Scratch PRAC 7 = 14 Introduction to Scratch Cetting started with Scratch Main components of Scratch Mindow Creating a project Motion block Pen block Sound block
7 + PRAC 7 = 14 - Introduction to Scratch - Getting started with Scratch - Main components of Scratch window - Creating a project - Motion block - Pen block - Sound block - Saving a Scratch project - Opening a saved Scratch project - Introduction to Scratch - create new projects - create new project - use different blocks to code the sprite - using blocks to make sprite act as per the input instructions - create new project - using blocks to make sprite act as per the input instructions
- Getting started with Scratch - Main components of Scratch window - Creating a project - Motion block - Pen block - Sound block - Saving a Scratch project - Opening a saved Scratch project - create new project - use different blocks to code the sprite act as sprite - use different blocks to code the per the input instructions - create new project - using blocks to make sprite act as per the input instructions - use different blocks to code the per the input instructions - create new project - using blocks to make sprite act as per the input instructions
- Main components of Scratch window sprite - use different blocks to code the sprite - using blocks to make sprite act as per the input instructions - Creating a project - Motion block - Pen block - Sound block - Sound block - Saving a Scratch project - Opening a saved Scratch project
window - Creating a project - Motion block - Pen block - Sound block - Saving a Scratch project - Opening a saved Scratch project
- Creating a project - Motion block - Pen block - Sound block - Saving a Scratch project - Opening a saved Scratch project
 Motion block Pen block Sound block Saving a Scratch project Opening a saved Scratch project
- Pen block - Sound block - Saving a Scratch project - Opening a saved Scratch project
- Sound block - Saving a Scratch project - Opening a saved Scratch project
- Saving a Scratch project - Opening a saved Scratch project
- Opening a saved Scratch project
NUARY 9. MSW Logo - Uses of LOGO COMMANDS, MA
No. of Periods :THEORY - Primitives - learn about LOGO and its uses the commands SIMPLE HOUSE.
4 + PRAC 4 = 8 - Loading LOGO on your computer - know about primitives - identify parts of the LOGO screen
- The LOGO turtle - learn how to start LOGO - identify the functions of control
- Commander Window - learn about turtle, home screen, buttons
- Components of Commander etc identify the function of the given
Window - learn about the commander commands
- Commands in LOGO window and its components like title Lab Activity:
bar, control buttons, recall list box, - draw shapes using LOGO
command input box, etc write commands of the shapes
learn about the important given
- learn about the important given
commands such as FD, BK, ST, HT,

FEBRUARY	10. Learning	- What is Internet?	Children will be able to:	- learn about modem, browsers,	ON AN A4 SHEET, WRITE 3 ADVANTAGES
	About Internet	- How to access Internet?	- learn about Internet and its	broadband, ISPs, etc.	AND 3 DISADVANTAGES OF INTERNET.
	No. of Periods :THEORY	 Advantages of Internet 	importance	Lab Activity:	
	2 + PRACT 2 + REVISION	 Disadvantages of Internet 	- learn about various methods to	- create an email address and send	
	4 = 8		connect to the Internet	email to your friends	
			- learn about modem, browser, ISP	- gather information about viruses	
			and broadband	- gather information about false	
			- learn about the uses of Internet	websites and ways to save yourself	
			like email, chatting, e-commerce, etc.	from them	
			- learn about the disadvantages of		
			Internet like false information,		
			hacking, fake identities, etc.		
1					