



# INDIAN SCHOOL AL WADI AL KABIR



MONTH	YEAR 2025-26	Syllabus for class: III		Subject: Computer Science PEDAGOGICAL PLAN		
WEEKS	Syllabus/Topic	Learning Objectives	Teaching Strategies	Periods Alloted	Assignments	Teaching material prepared
<b>APR-25 (4 Weeks)</b>						
6TH-30TH APR (8 PERIODS)	<b>BRIDGE COURSE:</b> <b>*THEORY &amp; PRACTICAL TOPICS: MS PAINT 2019</b>	Students will be able to	<b>TH &amp; PRACT: (NEP - Aditi) The teacher introduces the lesson: Brainstorming session.</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	Smart Board / White Board / computer Lab/Textbook work
	<b>/TYPING *TH:CH-1:Introduction to Windows 10 *CH-2: Editing and formatting on Word</b>	*Recall how to draw by using MS paint *Students will learn about <ul style="list-style-type: none"> <li>☛ Operating System</li> <li>☛ Windows 10</li> <li>☛ editing &amp; formatting in Word</li> </ul> *Enable students to understand the basics of MS Word, including formatting data, and saving a file while fostering familiarity with the interface, tools and shortcut keys.	*Hands-on activities, and interactive tools to help students understand features of Windows Operating System. *Step-by-step demonstrations, interactive activities, and simple, relatable examples to make learning Ms Word 2019 fun and engaging for students.		* Ask the students to create a new Word document & type & format text. *Ask the students to Practice and collect information about Shortcut Keys used in MS Word.  Ask the students to Use different tools related to the Desktop in windows 10. such as - change desktop background, change screen saver, arrange icons, shut down computer.	Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations <a href="#">CL-3_Computer Genius Ebook</a>
<b>MAY-25</b>						
1ST-29TH MAY (8 PERIODS)	<b>*THEORY TOPIC:</b> Chapter 4: Introduction to the Internet <b>*PRACTICAL TOPIC:</b> CH-2: Editing and formatting on Word	*Recall how to draw by using MS Paint *Students will learn about <ul style="list-style-type: none"> <li>☛ Internet</li> <li>☛ Uses of internet and requirement for it, internet terms and browser</li> <li>☛ editing &amp; formatting in Word</li> </ul> *Enable students to understand the basics of MS Word, including formatting data, and saving a file while fostering familiarity with the interface, tools and shortcut keys.	<b>TH &amp; PRACT: (NEP - Aditi)</b>  *Hands-on activities to help students understand internet features. *Step-by-step demonstrations, interactive activities, and simple, relatable examples to make learning MS Word 2019 fun and engaging for students.	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>  * Ask the students to create a new Word document & type & format text. *Ask the students to Practice and collect information about Shortcut Keys used in MS Word.  Ask the students to open school website and review the content given on it. *Ask the student to open the website of a newspaper and read.	Smart Board / White Board / Computer Lab/ Textbook  Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations <a href="#">CL-3_Computer Genius Ebook</a>
<b>SUMMER BREAK</b>						
<b>AUG-25 (4 Weeks)</b>						
3RD-31ST AUG (8 PERIODS)			<b>TH &amp; PRACT: (NEP - Aditi)</b>	4 + 4	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	

	<p><b>*THEORY TOPIC:</b> Chapter 5: Stepwise Thinking</p> <p><b>*PRACTICAL TOPIC:</b> Chapter 3: Let's Learn Paint 3D</p>	<p>*Enable students to understand the basics of programming and logical thinking</p> <p>*Enable students to understand the concepts of loop, decision-making, and stepwise thinking and develop skills in decoding and organizing information effectively.</p> <p>*Enhance students' creativity by using tools in Paint 3D</p>	<p>*Interactive demonstrations, real-life examples, and hands-on activities to make learning about programming and logical thinking. *Step-by-step introduction to paint 3D software. creative projects to help students explore advanced shape designs and animations in Scratch.</p>		<p>*Students will list the steps involved in attending school every day. *Students will create drawings using 3D shapes, texts &amp; other tools.</p> <p><b>*Lab Activity pg 51&amp; 106</b></p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b></p>
<b>SEPT-25</b> <b>(2 Weeks)</b>						
<b>1ST-30TH</b> <b>(8 PERIODS)</b>	<b>MID-TERM ASSESSMENT REVISION</b>					
<b>OCT-25</b> <b>(4 Weeks)</b>						
<b>1ST-30TH OCT</b> <b>(8 PERIODS)</b>	<p><b>*THEORY TOPIC &amp; PRACTICAL TOPIC:</b> Chapter 6 – Introduction to Scratch</p>	<p>*Enable students to learn components of scratch window, *changing appearance of sprite *changing backdrop of stage area</p>	<p><b>TH &amp; PRACT: (NEP - Aditi)</b></p> <p>*Step-by-step demonstrations, guided coding challenges, and creative freedom to help students explore advanced blocks and build their own games.</p>	<b>4 + 4</b>	<p><b>Home Assignment: (NEP-Prasar &amp; Prayog)</b></p> <p>*Students will refer to the blocks learnt during the classes and create a scene where 2 girls are having conversation with each other.</p> <p><b>*Lab Activity pg 75</b></p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b></p>
<b>NOV-25</b> <b>(4 Weeks)</b>						
<b>2ND-30TH NOV</b> <b>(8 PERIODS)</b>	<p><b>*THEORY TOPIC:</b> Chapter 8: Applications of AI</p> <p><b>*PRACTICAL TOPIC:</b> Chapter 6 – Introduction to Scratch</p>	<p>Enable students to understand the role of AI in everyday apps, recognize its applications (e.g., recommendations, navigation, chatbots), and appreciate its impact on daily life.</p>	<p>*Real-life examples, interactive discussions, and hands-on activities to explain how AI works in popular apps, making the concept relatable and engaging.</p> <p><a href="https://en.wikipedia.org/wiki/Waymo">https://en.wikipedia.org/wiki/Waymo</a></p> <p><a href="https://waymo.com/">https://waymo.com/</a></p> <p>1st Ride in WAYMO the DRIVERLESS Car! You Won't Believe It! - YouTube</p>	<b>4 + 4</b>	<p><b>Home Assignment: (NEP-Prasar &amp; Prayog)</b></p> <p>*Students will drawing of AI application Icons</p> <p><b>*Art integration</b> <b>* Activity pg 107</b></p>	<p><b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b></p>
<b>DEC-25</b> <b>(3 Weeks)</b>						

1ST-18TH DEC (6 PERIODS)			<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>3+3</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY TOPIC: &amp;</b> <b>*PRACTICAL TOPIC:</b> Chapter 7 – More On Scratch	*Enable students to learn different block categories, setting the position of Sprite, saving & opening the scratch projects *creating projects	*Videos, interactive discussions, and hands-on activities (e.g., robot simulations or demonstrations) to make learning about trending robots engaging and relatable. *hands-on coding activities, step-by-step demonstrations, and fun projects to help students explore how sensing blocks work in Scratch.		*Research and Present: Students choose one robot (e.g., Sophia or Paro) and create a short presentation or poster about its features and uses. *Create a Scratch project where a sprite changes colour or moves when it touches another sprite or the edge of the screen, using sensing blocks like "touching" or "key pressed." <b>Lab Activity pg 81 &amp; 85</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b>
<b>JAN-26</b> <b>(4 Weeks)</b>						
4TH-29TH JAN (8 PERIODS)		Students will be able to	<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY</b> - Chapter 9. Introduction to Robot & <b>PRACTICAL TOPIC:</b> Chapter 7 – More On Scratch	* understand the concept of robots * advantages of robot *	* students will explore and gain the knowledge about different robots used for different puposes.		<b>*Lab Activity pg 98 (game based on robot named as 'Little Robot'.)</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b>
<b>FEB-25</b> <b>(4 Weeks)</b>						
1ST-26TH FEB (8 PERIODS)			<b>TH &amp; PRACT: (NEP - Aditi)</b>	<b>4 + 4</b>	<b>Home Assignment: (NEP-Prasar &amp; Prayog)</b>	
	<b>*THEORY</b> - Chapter 9. Introduction to Robot & <b>PRACTICAL TOPIC:</b> Chapter 7 – More On Scratch	Popular robots * disadvantages of robot	Real-life examples, interactive demonstrations, and hands-on activities to explain AI concepts and their applications in robotics.		*Research and Present: Students research a real-world AI robot (e.g., Sophia) and present its features. * AI in Daily Life: Write a paragraph on how AI is used in everyday life (e.g., voice assistants). *Role-Playing: Students act as robots and explain their functions and programming. <b>*Lab Activity pg100, 102, 104</b>	<b>Smart Board / White Board / Computer Lab/ Textbook Exercises/ Textbook Animations</b> <b>CL-3_Computer Genius Ebook</b>
<b>Mar-25</b>	<b>FINAL ASSESSMENT</b>					