Month No of Periods	UNIT/ LESSON	Domain & Curricular Goals (mapping with Foundational stage)	Competency & Learning Outcome	21st Century skills	Integrating AWES Initiatives	Interdisciplinary integration	Learning Space (Suggestive)	Assignments (Suggest ive) (Observation, Checklist, Worksheets, Rubrics, Portfolios)	Pedagogies (Suggestive)
APR 05 Periods	Lesson 1 Meet Mr. Computer	**Domain- Physical Development** CG-1: Children develop habits that keep them healthy and safe. CG-2: Children develop emotional intelligence. **Domain -Socio -Emotional and Ethical Development** CG-6: Children develop a positive regard for the natural environment around them. **Domain -Cognitive Development** CG-7: Children make sense of the world through observation and logical thinking. CG-8: Children develop narration skills in two languages. **Domain-Language and Literacy Development** CG-9: Children develop effective communication skills in two languages. CG-10: Children develop fluency in reading and writing in Language. **Domain -Aesthetic and Cultural Development** CG-12: Children develop abilities and sensibilities in visual and performing arts. **Domain -Positive learning Habit Development** CG-13: Children develop habits of learning that allow them to engage actively in formal learning environments like a school classroom.	Comptency C - 7.1 Observe and understand different categories of objects and relationship between them. C-7.3 Uses appropriate tools and technology in daily life. C-6.1 Shows care for and joy in engaging with the all life forms LO- Basic 1. Understand the concept of a machine through active engagement. 2) Identify various machine Medium 3. Identify a computer as a machine using logical thinking and observation. 4. Describe different types of computers fluently in their mother tongue. Advance 5. Define the parts of a computer using logical thinking.	1.Critical thinking 2.Logical thinking 3. collaboration Group activity and discussions.	1.Promoting Digital Literacy 2. Theoretical & Experiential Learning.	Art – Draw and color parts of Computer English – Reading and Communication Maths –Counting of Parts of Computer	1. Classroom Space 2. Computer Lab	Paste the pictures of different places where computers are used. Students are told to identify and write a line for what purpose the computers are used at these places.	1. Experiential Learning

Month/Periods	Lesson	Domain & CG	Learning Outcomes	Skills	Pedagogy	Interdisciplinary	Resources	Activity	Methodology
MAY/JULY 05 Periods	Lesson 2 Computer My Friend	Domain -Socio -Emotional and Ethical Development CG-6: Children develop a positive regard for the natural environment. Domain -Cognitive Development CG-7: Children make sense of the world around them through observation and logical thinking. Domain-Language and Literacy Development CG-10: Children develop fluency in reading and writing in Language. Domain -Aesthetic and Cultural Development CG-12: Children develop abilities and sensibilities in visual and performing arts. Domain -Positive learning Habit Development CG-13: Children develop habits of learning in a formal learning school environment.	C - 10.3 Recognises all the letters of alphabet of the script and uses this knowledge to read and write words C- 6.1 Shows care for and joy in engaging with all life forms C- 13.3 Observation wonder curiosity and exploration C- 13.3 Observation wonder curiosity and exploration C-7.3 Uses appropriate tools and technology in daily life. C- 6.1 Shows care for and joy in engaging with all life forms C- 10.4 LO- Basic 1. Learn the uses of computers in daily life: - Through observation - Using logical thinking Medium 2. Identify places where computers are used: - Through logical thinking - Using observation Advance -3. Children can observe and make a list of tasks they do on computer	1.Critical thinking 2.Logical thinking 3. collaboration Group activity and discussions	1.Promoting Digital Literacy 2. Theoretical & Experiential Learning.	English – Reading and Communication Maths –Know the numbers of places where computer will uses	1. Classroom Space 2. Computer Lab	Paste 5 pictures of machine run by electricity/fule. Familiarize the students with desktop computer, Laptops and Smartphone.	1. Experiential Learning
AUG/ SEP 05 Periods	Lesson- 3 Click! Click! Click	Domain- Physical Development CG-2 Children will develop sharpness in sensorial perception. CG-3 Children will develop a fit and flexible body. Domain -Cognitive Development CG-7 Children make sense of the world around through observation and logical thinking Domain-Language and Literacy Development CG-10 Children develop fluency in reading and writing in Language-1. Domain -Aesthetic and Cultural Development CG-12 Children develop abilities and sensibilities in visual and performing arts	C- 13.3 Observation wonder curiosity and exploration C-7.3 Uses appropriate tools and technology in daily life. C- 6.1 Shows care for and joy in engaging with all life forms C- 10.4 LO- Basic 1. Identify the mouse buttons. Medium 2. Learning how to hold mouse properly . Advance 3. Define the parts of a mouse buttons for activities	1.Critical thinking 2.Logical thinking 3. collaboration Group activity and discussions	1.Promoting Digital Literacy 2. Theoretical & Experiential Learning.	Art – Collaboratively with Art English – Reading and Communication Maths –Coordinate Geometry and mouse movement	1. Classroom Space 2. Computer Lab	Paste 5 pictures of PARTS OF COMPUTER Familiarize the students with omputer, Laptops and Smartphone.	1. Experiential Learning

Month	Chapter	Domain/CG	Learning Outcomes	21st Century Skills	Pedagogy	Integration	Methodology	Assessment	Approach
OCTOBER 05 Periods	**Chapter -4 Let UsType**	**Domain- Physical Development** CG-2 Children develop sharpness in sensorial perception. **Domain -Socio -Emotional and Ethical Development** CG-5 Children develop positive attitude towards productive work. CG-6 Children develop a positive regard for the natural environment. **Domain-Language and Literacy Development** CG-9 Children develop effective communication skills for day to day interaction in two language	C-9.4 Understands oral instructions for a complex task. C-5.1 Engages in age appropriate work at school or at home. C-7.3 Use appropriate tools and technology in daily life. C-6.1 Shows care and joy in engaging with all life forms. LO- Students will Basic ●identify and locate alphanumeric and arrow keys on a keyboard. Medium ●use different keys on a keyboard. Advance -Children can type myself with the help of different keys.	Critical thinking Collaboration Digital literacy Problem solving	Experiential learning Observation and logical thinking Multisensory approach	English- Make sentence: alphabets, keys, number, right Maths- How many alphabet and number keys are there on the keyboard? Count and write the number. Art- Draw and colour any one device on which you can type	Classroom- Drawing, colouring, discussions Computer lab- Hands-on experience, typing using a keyboard.	Draw and colour Enter key, Spacebar key and Backspace key. Lesson based worksheets Match the pictures with the keys. Fill in the missing letters and complete the word. D__L__TE CU__S__R K__Y__OA__D	Inquiry based learning Collaboration Learning by doing Experiential learning
NOVEMBER 04 Periods	**Chapter 5 TuxPaint**	**Domain- Physical Development** CG-2 Children develop sharpness in sensorial perception. **Domain -Socio -Emotional and Ethical Development** CG-6 Children develop a positive regard for the natural environment. **Domain -Cognitive Development** CG-7 Children make sense of the world around through observation and logical thinking. **Domain-Language and Literacy Development** CG-9 Children develop effective communication skills for day to day interaction in two languages. CG-10 Children develop fluency in reading and writing in Language-1. **Domain -Positive learning Habit Development** CG-13 Children develop habits of learning.	C-7.3 Use appropriate tools and technology in daily life. C-9.4 Understands oral instructions for a complex task. C-6.1 Shows care for and joy in engaging with all life forms. C-13.2 Memory and mental flexibility C-12.4 Works collaboratively in the arts. LO- Basic -Learn about Tux Paint and How to start it .Medium -Understand the component of Tux Paint .Advance- Learn SAVE ,OPEN AND CLOSE DRAWING	Digital literacy Creative thinking Critical thinking	Observation and logical thinking Constructive approach Multisensory Approach	Maths- Make a house using different 2-D shapes in Tux Paint. Art- Make a scenery using different tools in Tux Paint.	Classroom- Discussions Computer Lab- For practicing Tux Paint	Label the parts of the Tux Paint window. Lesson based worksheets.	Inquiry based learning Experiential learning Collaboration Scaffolding

DECEMBER **06 Periods**	**Ch-6 Say Hello to AI!**	Domain- **Physical Development** CG-2 Children develop sharpness in sensorial perception. Domain -**Socio -Emotional and Ethical Development** CG-6: Children develop a positive regard for the natural environment around them. **Domain -Cognitive Development** CG-7 Children make sense of the world around through observation and logical thinking. CG-8: Children develop narration skills in two languages **Domain-Language and Literacy Development** CG-9 Childrendevelop effective communication skills for day to day interaction in two languages. CG-10 Children develop fluency in reading and writing in Language-1. CG -11 Children begin to read and write in language 2 Domain -**Aesthetic and Cultural Development** CG-12 Children develop abilities and sensibilities in visual and performing arts. **Domain -Positive learning Habit Development** CG-13 Children develop habits of learning.	C-6.1 Shows care for and joy in engaging with all life forms. C-7.3 Use appropriate tools and technology in daily life. C-13.3 Observation ,Wonder, curiosity and exploration Learning Outcome- Basic Learn about AI and its Meaning Medium Understanding about function and tools of AI. Advance -Know about Smartphone , Smart toys and QR code	Digital literacy Creative thinking Critical thinking	Observation and logical thinking Constructive approach Multisensory Approach	Maths- Draw different shapes and use making different pictures . Art- Make a drawing using AI tools.	Classroom- Discussions Computer Lab- For practicing AI based games	Match the icons with their names . Lesson based worksheets	Practical based learning Experiential learning Collaboration Scaffolding
January and February **4 Period**	**Ch-7 Discover Coding**	Domain- **Physical Development** CG-1: Children develop habits that keep them healthy and safe. CG-2: Children develop emotional intelligence CG-3 Children will develop a fit and flexible body. **Domain -Cognitive Development** CG-7 Children make sense of the world around through observation and logical thinking. CG-8: Children develop narration skills in two languages **Domain-Language and Literacy Development** CG-9 Children develop effective communication skills for day to day interaction in two languages. CG-10 Children develop fluency in reading and writing in Language-1. CG -11 Children begin to read and write in language 2 CG-13 Children develop habits of learning	C-1.2 Practice basic self –care and hygiene C-6.1 Shows care for and joy in engaging with all life forms. C-7.3 Use appropriate tools and technology in daily life Learning Outcome- Basic - Learn about Sequence using Observation ,sensorial Perception and logical thinking Medium Recognation of different types of sequencing.Advance- Arrange the things on the basis of pattern and sequence	Digital literacy Creative thinking Critical thinking	Observation and logical thinking Constructive approach Multisensory approach	Maths- Learn sequencing and pattern . Art- Make and colour different shapes and pattern .	Classroom- Discussions Computer Lab- For practicing AI based games	Planting a flower in correct order . Lesson based worksheets	Practical based learning Experiential learning Collaboration Scaffolding