



# SANT NANDLAL SMRITI VIDYA MANDIR

SYLLABUS - CLASS – III

SESSION – 2026-27

SUBJECT – COMPUTER / IT



MONTH	TOPIC TO BE TAUGHT	ACTIVITIES	LEARNING OUTCOME	VALUES/ SKILLS IMPARTED	ASSESSMENT
APRIL	<ul style="list-style-type: none"> <li>&gt;Working of a computer</li> <li>&gt;Advantages of a computer</li> <li>&gt;Limitations of a computer</li> <li>&gt; Computer System</li> <li>&gt; Computer Hardware</li> <li>&gt; Input Devices</li> <li>&gt; Output Devices</li> <li>&gt; Computer Software</li> <li>&gt;System Software</li> <li>&gt;Application Software</li> </ul>	<p>Ask the students to collect information about some more input/output devices and the purpose for which they are used.</p>	<p>Understanding about hardware and software.</p>	<p>Basic computer awareness</p> <p>Understanding devices</p>	<p>Ask the students some oral questions based on this chapter.</p>
MAY	<ul style="list-style-type: none"> <li>&gt;Operating System</li> <li>&gt; Features of Windows 10</li> <li>&gt; Windows 10 Desktop</li> </ul>	<p>Ask the students to change desktop background and the position of taskbar.</p>	<p>Learning latest features about windows</p>	<p>Confidence in using computer system</p> <p>System handling skills</p>	<p>Ask the students to do the exercises in the book.</p>
JUNE	<ul style="list-style-type: none"> <li>&gt;Desktop and its components</li> </ul>	<p>Ask the students open an</p>	<p>Learning to open an application</p>	<p>Practical computer</p>	<p>Ask the students some oral questions based on this</p>



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	<ul style="list-style-type: none"> <li>&gt;Selecting and deselecting icons</li> <li>&gt;Opening an application</li> <li>Changing the desktop background and screen saver</li> </ul>	application	and its uses.	<p>operation skills</p> <p>Hands of cooperation while using mouse.</p>	chapter.
JULY	<ul style="list-style-type: none"> <li>&gt; Starting Paint</li> <li>&gt; Selecting tools</li> <li>&gt; Moving tools</li> <li>&gt; Copying tool</li> <li>&gt; Resizing an Image</li> <li>&gt; Skewing an Image</li> <li>&gt; Flipping an Image</li> <li>&gt; Selecting an Image</li> <li>&gt; Zooming an Image</li> <li>&gt; Copying and Pasting</li> <li>&gt; Rotating an Image</li> <li>&gt; Saving the Drawing</li> <li>&gt; Cropping an Image</li> <li>&gt; Opening an old Drawing</li> <li>&gt; Cutting and Pasting</li> </ul>	Ask the students to create a drawing of a house in Paint.	Learning about paint in detail	<p>Creative and imagination</p> <p>Basic digital drawing skills</p> <p>Careful work habit.</p>	Assessments of exercises from their notebook and practical assessment.



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AUGUST	<p>&gt; Setting a drawing as desktop background &gt;Paint 3D &gt;Starting and Creating a 3D object in Paint 3D</p> <p><b>Working in MS WORD</b></p> <p>&gt;Word 2019 Window &gt; Typing text in a document</p>	<p>Ask the students to create a Word document on Myself. The students should take a printout of the document and paste it in their computer notebook / practical file.</p>	<p>Learning about word.</p>	<p>Typing skills Document creation Confidence</p>	<p>Ask the students some oral questions based on this chapter.</p>



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SEPTEMBER	<ul style="list-style-type: none"> <li>&gt;Editing Text</li> <li>&gt;Selecting Text</li> <li>&gt;Inserting Text</li> <li>&gt;Copying Text</li> <li>&gt; Moving Text</li> <li>&gt;Deleting Text</li> <li>&gt;More operations in a document</li> <li>&gt;Undo and Redo commands</li> <li>&gt;Printing a document</li> <li>&gt;Exiting Word</li> </ul>	<b>Practical Based</b>	Children would learn about various formatting in word.	Accuracy  Editing and formatting computer skills  Patience	Practical Based
OCTOBER	>More on Paint 3D	Draw various stickers in paint 3D and modify them.	Children would learn about varieties of stickers and options in paint 3D	Creativity	<b>Practical Based</b>
NOVEMBER	>Adding, selecting, moving and			Exploring	



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	<p>deleting stickers.</p> <p>&gt; Adding effects to a drawing</p> <p>&gt; Using crop tool and history tool.</p>			computer tools	
DECEMBER	<p><b>Introduction to Scratch 3.0</b></p> <p>&gt; Starting Scratch</p> <p>&gt; Components of Scratch Desktop</p> <p>&gt; Moving of a Sprite</p> <p>&gt; Drawing a colourful circle</p> <p>&gt; Making copy of a sprite</p> <p>&gt; Saving a Project</p> <p>&gt; Opening a Saved Project</p>	<p>Demonstration of scratch 3.0</p> <p>Identify the parts of scratch</p> <p>Moving of sprite</p> <p>Create and have a simple project</p>	<p>Knowing about scratch programming</p>	<p>Programming skills</p> <p>Logical thinking</p>	<p>After explaining the chapter, let the students do the Mind Drill</p>
JANUARY	<b>Movement of a Sprite</b>	<p>Student will together learn and interact along with sprite.</p>	<p>Learning about sprite</p>	<p>Basic programming</p>	<p>Oral assessment.</p>



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	>Creating a new project >Changing the appearance of a sprite. >Making sprite say something >Control block menu >Sound and music block menu			skills Curiosity	
FEBRUARY	REVISION	REVISION	REVISION	REVISION	REVISION

SHUBHASHREE SHEET

SUBJECT TEACHER

COORDINATOR

PRIMARY INCHARGE

PRINCIPAL