



CHRIST SCHOOL

Bengaluru - 560029

PROGRAMME OF WORK FOR THE YEAR 2019-20

SUB: COMPUTER SCIENCE

GRADE: V

Total No. of chapters: 10

Formative Assessment -1

- Chapter -1: Evolution of computers**
- History of computers
 - Calculating devices
 - Early IT inventors
 - Generation of computers
 - Types of computers

Formative Assessment -2

- Chapter -2: Types of software**
- What is software?
 - System software
 - Application software

- Chapter -3: Managing files and folders**
- Windows explorer
 - Creating and opening a folder
 - Moving or copying a file/folder from one drive to another
 - Deleting and restoring a file/folder
 - Sorting files
 - Working with multiple applications

Summative Assessment 1

- Chapter -1: Evolution of computer**
Chapter -2: Types of software
Chapter -3: Managing files and folders
Chapter -4: Working with tables
- Creating a table
 - Entering, modifying and formatting data

- Splitting and merging cells
- Deleting and restoring a file/folder
- Resizing table
- Calculating and updating in a table

Chapter-5: Microsoft PowerPoint 2010

- Creating a new presentation
- Inserting built in templates
- Applying themes
- Changing colour scheme and background colour
- Inserting smart art
- Viewing presentation in different views

Formative Assessment -3

Chapter -6: Slide organization in PowerPoint

- Changing the slide layout
- Rearranging slides in the outline tab
- Rearranging slides in slide sorter view
- Editing, moving, copying and deleting objects
- Inserting textbox and clip art
- Rotating and resizing a picture, shape, text or object
- Using shadow effect

Chapter-7: Formatting a presentation

- Working with slide master
- Creating a new custom layout
- Changing colour scheme
- Changing background colour
- Using fill effects
- Applying formatting effects
- Applying indents
- Working with slide outline

Formative Assessment 4

Chapter-8: Algorithm and flowchart

- Algorithm
- Introduction to flowcharts
- Simple flowcharts

Chapter-9: Programming in Scratch

- Sensing input and its execution

- Using mathematical operators in scratch
- Comparing values
- Generating random numbers
- Changing location randomly
- Bouncing ball up and down
- Counting length of a word
- Making a variable
- Applying reasoning to make decisions
- Applying condition in programming

Summative Assessment 2

Chapter -6: Slide organisation in PowerPoint

Chapter-7: Formatting a presentation

Chapter-8: Algorithm and flowchart

Chapter-9: Programming in scratch

Chapter-10: The Internet- Online surfing

- Popular Internet services
- Potential threats while using Internet
- Netiquettes
- E-mail and its features
- Attaching a file
- Replying and forwarding a E-mail
- Adding signature to a mail
- Managing contacts
- Logout/ sign out