

Subject: Computer
**Syllabus Indicator
CBSE – 2024-25**
Grade: II

PHASE 1		
Ch. No.	Chapter Name	Subtopics
1	Introduction to computers	<ul style="list-style-type: none"> • Computers versus human beings • Computers then and now • Characteristics of computers • Types of computers • Uses of computers
2	Operating the computer	<ul style="list-style-type: none"> • Starting a computer • Shutting down a computer
3	Working of A Computer	<ul style="list-style-type: none"> • Input • Processing • Output • IPO Cycle • IPO devices

PHASE 2		
Ch. No.	Chapter Name	Subtopics
4	Computer Peripherals	<ul style="list-style-type: none"> • Input devices • Processing device • Output devices • Storage devices
5	Tux Paint	<ul style="list-style-type: none"> • Starting Tux Paint • Parts of Tux Paint screen • Tux Paint tools

PHASE 3		
Ch. No.	Chapter Name	Subtopics
6	The Keyboard And The Mouse	<ul style="list-style-type: none"> • Keyboard • Keys on the keyboard • Mouse • Functions of the mouse
7	Paint	<ul style="list-style-type: none"> • Introduction to Paint • Parts of the Paint window • Paint Tools • Selecting a drawing • Cropping an image • Saving a file
8	Working With Wordpad	<ul style="list-style-type: none"> • Basic Word Processing Skills • Starting the WordPad Program • Parts of the WordPad window • Typing, selecting text and formatting in WordPad • Saving a file in WordPad • Exiting the WordPad

PHASE 4		
Ch. No.	Chapter Name	Subtopics
9	Basics Of Coding: Computational Thinking	<ul style="list-style-type: none"> • What are growing and repeating patterns? • Decomposition • Coding and Decoding
10	Coding: Scratch Jr	<ul style="list-style-type: none"> • Coding • ScratchJr • Opening ScratchJr • Components of ScratchJr Window • Blocks in ScratchJr • Creating a project in ScratchJr • Saving, opening, and closing a project