

COMPUTER SYLLABUS

Class – 1

1st Class Computer Syllabus – An Overview

The NCERT syllabus for Class 1 Computers is designed to introduce young students to basic computer concepts and skills. While there is no mandatory detailed syllabus from CBSE for Class 1, most schools follow a structured approach to teaching computer basics. Here's a comprehensive outline of topics and sub-topics typically covered:

Here our chapters for ITSE Examination :-

Chapter – 1 (*Introduction to Computers*)

Chapter – 2 (*Uses of Computers*)

Chapter – 3 (*Introduction to Input and Output Devices*)

Chapter – 4 (*Basic Operations*)

Chapter - 5 (*Working with Software*)

Chapter - 6 (*Basic Typing Skills*)

Chapter – 7 (*Understanding the Desktop*)

Chapter – 8 (*Safe Use of Computers*)

Chapter - 9 (*Introduction to Multimedia*)

Chapter – 10 (*Basic Problem Solving*)

Chapter – 1 (Introduction to Computers)

Topics and Sub – Topics :-

- **Definition of a Computer**
 - What is a computer?
 - Examples of computers (laptop, desktop, tablet, etc.)
- **Parts of a Computer**
 - Monitor
 - Keyboard
 - Mouse
 - CPU (Central Processing Unit)
 - Speakers
 - Printer
- **Basic Functions of Each Part**
 - Role of the monitor, keyboard, mouse, etc.

Chapter – 2 (Uses of Computers)

Topics and Sub – Topics :-

- **Where Computers are Used**
 - Home
 - School
 - Office
 - Hospitals
 - Banks
- **Types of Work Computers Can Do**
 - Typing documents
 - Playing games
 - Watching videos

- Listening to music
- Drawing and painting

Chapter – 3 (Introduction to Input and Output Devices)

Topics and Sub – Topics :-

- **Input Devices**

- Keyboard
- Mouse
- Microphone

- **Output Devices**

- Monitor
- Printer
- Speakers

Chapter – 4 (Basic Operations)

Topics and Sub – Topics :-

- **Turning On and Off the Computer**

- **Using the Mouse**

- Left-click
- Right-click
- Double-click
- Drag and drop

- **Using the Keyboard**

- Basic typing

- Special keys (Enter, Spacebar, Backspace, etc.)

Chapter - 5 (Working with Software)

Topics and Sub – Topics :-

- **Introduction to Software**

- What is software?
- Examples of software (games, drawing applications, educational apps)

- **Starting and Closing Applications**

- Opening a program
- Closing a program

- **Basic Drawing Software (e.g., Paint)**

- Using tools like brush, eraser, and color fill
- Saving and opening files.

Chapter - 6 (Basic Typing Skills)

Topics and Sub – Topics :-

- **Introduction to the Keyboard Layout**

- Alphabet keys
- Number keys
- Spacebar
- Enter key

- **Typing Practice**

- Simple words
- Small sentences

Chapter – 7 (Understanding the Desktop)

Topics and Sub – Topics :-

- **What is a Desktop?**
 - Desktop icons
 - Task bar
- **Using Desktop Icons**
 - Opening and closing applications from icons.

Chapter – 8 (Safe Use of Computers)

Topics and Sub – Topics :-

- **Rules for Using the Computer**
 - Sitting posture
 - Screen time management
 - Handling computer parts with care
- **Internet Safety (Basic)**
 - Avoiding unknown links
 - Asking an adult for help

Chapter - 9 (Introduction to Multimedia)

Topics and Sub – Topics :-

- **Playing Games**
 - Simple educational games
- **Watching Videos**
 - Educational cartoons or videos
- **Listening to Music**
 - Basic use of audio players.

Chapter – 10 (Basic Problem Solving)

Topics and Sub – Topics :-

What to Do When...

- The computer doesn't turn on
- The mouse or keyboard doesn't work
- A program stops responding.