

COMPUTER SYLLABUS

Class – 2

2nd Class Computer Syllabus – An Overview

The NCERT syllabus for Class 2 Computers builds upon the foundational concepts introduced in Class 1, with a focus on enhancing students' basic computer skills and understanding. The curriculum typically covers more detailed aspects of computer usage and introduces simple digital skills. Here's a detailed outline of the topics and sub-topics usually included in the syllabus for Class 2:

Here our chapters for ITSE Examination :-

Chapter – 1 (*Introduction to Computers*)

Chapter – 2 (*Uses of Computers in Everyday Life*)

Chapter – 3 (*Understanding Input and Output Devices*)

Chapter – 4 (*Basic Computer Operations*)

Chapter - 5 (*Working with Software*)

Chapter - 6 (*Basic Internet Skills*)

Chapter – 7 (*Introduction to Coding Concepts*)

Chapter – 8 (*Computer Etiquette and Safety*)

Chapter - 9 (*Introduction to Multimedia*)

Chapter – 10 (*Problem Solving with Computers*)

Chapter – 1 (Introduction to Computers)

Topics and Sub – Topics :-

- **Recap of Class 1 Topics**
 - What is a computer?
 - Main parts of a computer (Monitor, Keyboard, Mouse, CPU)
- **Additional Computer Parts**
 - Storage devices (CD/DVD, USB drive)
 - Other peripherals (Headphones, Microphone).

Chapter – 2 (Uses of Computers in Everyday Life)

Topics and Sub – Topics :-

- **Expanded Uses of Computers**
 - Educational uses (learning apps, educational videos)
 - Entertainment (games, music, videos)
 - Communication (email basics, video calls)
- **Computer Applications in Various Fields**
 - Schools and education
 - Healthcare
 - Banking
 - Shopping (e-commerce basics).

Chapter – 3 (Understanding Input and Output Devices)

Topics and Sub – Topics :-

- **Input Devices (Detailed)**
 - Keyboard: Types of keys (alphabet, numbers, function keys)
 - Mouse: Different types of mice (optical, wireless)
 - Other input devices (Joystick, Scanner)
- **Output Devices (Detailed)**
 - Monitor: Different types (LCD, LED)
 - Printer: Types (Inkjet, Laser)
 - Speakers: Usage and types.

Chapter – 4 (Basic Computer Operations)

Topics and Sub – Topics :-

- **Starting and Shutting Down the Computer.**
- **Using the Mouse**
 - Moving the cursor
 - Clicking and dragging
- **Using the Keyboard**
 - Typing practice (words and simple sentences)
 - Using special keys (Shift, Ctrl, Alt, Caps Lock).

Chapter - 5 (Working with Software)

Topics and Sub – Topics :-

- **Types of Software**
 - Application software (examples: Paint, Word Processor)

- System software (basic understanding of Operating System)
- **Using Simple Applications**
 - Drawing software (advanced features in Paint)
 - Typing software (basic word processing)
- **Opening, Saving, and Closing Files**
 - Understanding file formats
 - Basic file management (creating, saving, opening files).

Chapter - 6 (Basic Internet Skills)

Topics and Sub – Topics :-

- **Introduction to the Internet**
 - What is the Internet?
 - Basic uses of the Internet (searching for information, communication).
- **Using a Web Browser**
 - Opening a web browser
 - Basic browsing (entering a URL, using search engines).
- **Internet Safety and Etiquette**
 - Safe browsing practices
 - Understanding and respecting privacy.

Chapter – 7 (Introduction to Coding Concepts)

Topics and Sub – Topics :-

- **What is Coding?**
 - Basic understanding of instructions and sequences.

- **Simple Coding Activities**
 - Using visual coding tools (like Blockly or Scratch Jr.).
 - Creating basic sequences and animations.

Chapter – 8 (Computer Etiquette and Safety)

Topics and Sub – Topics :-

- **Proper Use of Computers**
 - Handling hardware safely.
 - Maintaining good posture while using the computer.
- **Screen Time Management**
 - Understanding the importance of limiting screen time.
- **Basic Cyber Safety**
 - Recognizing safe and unsafe online activities
 - Importance of not sharing personal information.

Chapter - 9 (Introduction to Multimedia)

Topics and Sub – Topics :-

- **Playing Multimedia Files**
 - Playing audio files.
 - Viewing pictures and videos.
- **Simple Multimedia Projects**

- Creating and editing pictures.
- Adding text to images.

Chapter – 10 (Problem Solving with Computers)

Topics and Sub – Topics :-

- **Basic Trouble shooting**

- What to do when a program freezes.
- How to handle common hardware issues (like the mouse not working).

- **Seeking Help**

- Asking an adult for help when facing a computer problem.