

# COMPUTER SYLLABUS

## Class – 5

### 5<sup>th</sup> Class Computer Syllabus – An Overview

In Class 5, the NCERT Computer Science syllabus aims to deepen the understanding of computer concepts introduced in earlier classes. Here is a detailed breakdown of the topics and sub-topics typically covered:

**Here our chapters for ITSE Examination :-**

**Chapter – 1 ( *Introduction to Computers* )**

**Chapter – 2 ( *Hardware and Software* )**

**Chapter – 3 ( *Using the Operating System* )**

**Chapter – 4 ( *Word Processing Skills* )**

**Chapter - 5 ( *Graphics and Presentation Tools* )**

**Chapter - 6 ( *Introduction to the Internet and Email* )**

**Chapter – 7 ( *Introduction to Multimedia* )**

**Chapter – 8 ( *Introduction to Spreadsheets* )**

**Chapter - 9 ( *Basics of Coding and Programming* )**

**Chapter - 10 ( *Ethical and Safe Use of Computers* )**

**Chapter - 11 ( *Practical Applications and Projects* )**

### **Chapter – 1 ( *Introduction to Computers* )**

## Topics and Sub – Topics :-

- **Recap of Previous Knowledge**
  - What is a computer and its uses.
  - Basic components and their functions.
- **Types of Computers**
  - Desktop, Laptop, Tablets, and Servers.
  - Introduction to newer technologies like Smartphones and Smart Devices.

## Chapter – 2 ( Hardware and Software )

### Topics and Sub – Topics :-

- **Detailed Study of Hardware**
  - Internal parts: Motherboard, CPU, RAM, Storage.
  - External devices: Mouse, Keyboard, Printer, Scanner.
- **Understanding Software**
  - Operating System vs. Application Software.
  - Examples of commonly used software.

## Chapter – 3 ( Using the Operating System )

### Topics and Sub – Topics :-

- **Desktop Environment**
  - Understanding the desktop, icons, and taskbar.
  - Customizing the desktop: Changing wallpapers, screen savers.
- **File Management**

- Creating, renaming, and organizing files and folders.
- Basics of file extensions and types.

## Chapter – 4 ( Word Processing Skills )

### Topics and Sub – Topics :-

- **Advanced Text Editing**
  - Using features like bullet points, numbering, and indentation.
  - Inserting images and tables into documents.
- **Document Formatting**
  - Page layout: Margins, orientation, and paper size.
  - Headers and footers.
- **Reviewing and Sharing Documents**
  - Spell check and grammar check.
  - Saving in different formats (e.g., .docx, .pdf).

## Chapter - 5 ( Graphics and Presentation Tools )

### Topics and Sub – Topics :-

- **Creating Graphics**
  - Advanced drawing and editing in Paint or similar software.
  - Using different shapes, patterns, and colours.
- **Introduction to Presentation Software**
  - Basic concepts of slides and presentations.
  - Creating a simple presentation with text and images.

## Chapter - 6 ( Introduction to the Internet and Email )

### Topics and Sub – Topics :-

- **Understanding the Internet**
  - How the internet works: Basic concepts of networks and servers.
  - Safe browsing practices.
- **Effective Use of Search Engines**
  - Using keywords to find information.
  - Evaluating the credibility of online sources.
- **Email Skills**
  - Advanced email functions: attaching files, CC and BCC.
  - Organizing emails into folders.

## Chapter – 7 ( Introduction to Multimedia )

### Topics and Sub – Topics :-

- **Components of Multimedia**
  - Understanding text, graphics, audio, video, and animation.
  - Examples of multimedia in everyday life.
- **Creating Simple Multimedia Projects**
  - Using basic multimedia software to combine different elements.
  - Introduction to multimedia presentations.

# Chapter – 8 ( *Introduction to Spreadsheets* )

## Topics and Sub – Topics :-

- **Basics of Spreadsheets**
  - Understanding cells, rows, and columns.
  - Entering and editing data in a spreadsheet.
- **Simple Calculations and Functions**
  - Using basic formulas for addition, subtraction, etc.
  - Introduction to commonly used functions.
- **Creating Charts**
  - Making simple charts from spreadsheet data.
  - Formatting and customizing charts.

# Chapter - 9 ( *Basics of Coding and Programming* )

## Topics and Sub – Topics :-

- **Introduction to Coding Concepts**
  - Understanding what coding is and its applications.
  - Simple examples of how code works.
- **Using Block-based Programming**
  - Introduction to tools like Scratch or Blockly.
  - Creating simple animations and games.

## **Chapter - 10 ( Ethical and Safe Use of Computers )**

### **Topics and Sub – Topics :-**

- **Digital Citizenship**

- Understanding responsible use of digital resources.
- Respecting intellectual property rights.

- **Cyber Safety**

- Basics of online safety: Protecting personal information.
- Recognizing and avoiding online threats like phishing and malware.

## **Chapter - 11 ( *Practical Applications and Projects* )**

### **Topics and Sub – Topics :-**

- **Integrated Projects**

- Combining knowledge from different topics to create projects.
- Examples: Creating a multimedia presentation, designing a simple website.

- **Hands-on Activities**

- Practical tasks to reinforce learning.
- Group activities to promote collaborative skills.