

COMPUTER SYLLABUS

Class – 5

5th 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 & 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 & 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.