

Academic Curriculum and Pedagogical Plan (ACPP) - Overview

Part	Details
School Name	BLOOMING DALES SCHOOL
Session	2025-2026
Class	II
Subject	Computer Science (Touchpad Version 2.2)
Book Name	Touchpad Prime (Version 2.2)
Vision	To foster computational thinking, digital literacy, and responsible use of technology in young learners.
Mission	To enable students to understand the fundamentals of a computer, use basic applications like MS Paint and Tux Paint, and explore elementary coding concepts like ScratchJr and Artificial Intelligence.

ACPP - Detailed Chapter Plan

Month	Chapter No.	Chapter Name	Learning Outcomes (LOs)	Teaching Strategy	Activity/Hands-on	Assessment Method	Interdisciplinary Link	21st Century & Life Skills
April	1	More about a Computer	LO1: Differentiates between a Computer and Human. LO2: Identifies various types and uses of computers.	Interactive lecture, Storytelling (Computer vs. Human), Visual aids (Charts/PT).	Role-Play: "I am a Computer, I am a Human." Drawing and coloring different types of computers (Desktop, Laptop, Tablet).	Oral Quiz (True/False), Worksheet on uses, Practical check: Identifying computer types in the lab.	EVS/G.K.: Places where computers are used (school, home, hospital).	Digital Literacy, Critical Thinking (comparing), Curiosity & Creativity.
May	2	Working of a Computer	LO1: Explains the concept of the IPO Cycle (Input-Process-Output). LO2: Identifies and names different	Demonstration (e.g., juicer/pen-cil sharpener as an IPO model), Flashcards of devices.	Group Task: "The IPO Machine" (Students act as Input, Process, and Output). Labeling IPO devices on a	Pen-Paper Test (Fill Blanks, Match the following), PA (Covers Ch. 1 & 2).	Mathematics: Sequencing steps (1st, 2nd, 3rd step in a process).	Problem Solving (understanding flow), Collaboration.



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			IPO devices.		printed diagram.			
June	3	Parts of a Computer	LO1: Distinguishes between Input, Processing, and Storage Devices. LO2: Names and identifies key parts like CPU, Monitor, Speaker.	Visual Tour: Showing actual parts of the Computer Lab. Analogy: CPU as the "Brain."	Assignment: Scrapbook/Collage of Computer Parts. Activity: Identifying the function of the Processing Device (CPU).	Picture-based quiz (identifying parts), Labeling activity.	G.K.: Identifying common devices in daily life.	Observation Skills, Categorization.
July	4	The Keyboard and The Mouse	LO1: Identifies the main keys on a Keyboard (Alphabet, Number, Spacebar). LO2: Explains the function and correct way to hold a Mouse.	Direct Instruction, Hands-on practice in the lab. Use of a large dummy keyboard/mouse.	Practice Activity: "Typing Practice" on an online/simulated text editor to locate keys. Game: "Mouse Pointer Hunt" (clicking/double-clicking practice).	Practical Test: Typing simple words, Right/Left-click test. PA 2 (Covers Ch. 3 & 4).	Language: Recognizing letters and numbers on the keyboard.	Fine Motor Skills, Focus & Concentration.
August	5	More on Tux Paint	LO1: Starts and identifies its parts (Tools, Drawing Area). LO2: Uses basic Tux Paint tools (Paint, Stamp,	Demonstration on Projector/Smartboard. Guided practice (step-by-step).	Hands-on: "My First Drawing" using Paint Tools and Stamp Tool in Tux Paint. Exploration of different	Practical Test: Drawing an object using specific tools. Rubric-based assessment of the drawing.	Art & Craft: Digital drawing, use of colors and shapes.	Creativity & Innovation, Digital Citizenship.



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			Lines).		Stamps.			
October	6	More on Paint	LO1: Identifies parts of the Paint Window. LO2: Uses tools like Brushes, Shapes, and performs Cropping.	Teacher Demonstration (MS Paint is generally more detailed than Tuxa Paint). Peer teaching/ Assisted learning.	Project: "My Favorite Scene" using Shapes and Brushes Tool. Hands-on: Cropping an image and saving the file.	Practical Test: Cropping an object out of a picture, using Foreground/Background colors. PA 3 (Covers Ch. 5 & 6).	Art & Craft: Understanding composition, perspective (through cropping).	Digital Literacy, Problem Solving (using tools efficiently)
November	7	Reasoning and Analysis	LO1: Solves simple Number Pyramid and Number Grid problems. LO2: Follows Directions to reach a target (Computational Thinking).	Activity-based learning, Discussion. Introduction to algorithm steps (set of steps).	Group Game: "Direction Follower" (giving and following instructions to navigate a path/grid). Worksheet: Solving simple logic puzzles (Pyramid/ Grid).	Observation of group work, Logical Reasoning Quizzes.	Mathematics: Number sequencing, spatial reasoning, following directions.	Logical Thinking, Problem Solving, Collaboration.
December	8	More about Scratch Jr	LO1: Identifies the components/Blocks of the Scratch Jr Window. LO2: Creates a simple program using	Demonstration, Storytelling as a path to code. Introduction to sequencing/drag-and-drop.	Hands-on: "Make a Character Move" project in Scratch Jr app/platform. Creating a simple sequence	Practical Test: Creating a short animation/story, Observations on coding skills.	Language/Storytelling: Using code blocks to narrate a simple story.	Computational Thinking, Creativity (designing animation).



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			Scratch Jr blocks.		of two actions.			
January	9	Artificial Intelligence Around Us	LO1: Identifies examples of Artificially Intelligent Machines. LO2: Recognizes the role of AI in daily life and simple Robots.	Interactive Discussion, Short Education al Videos (showing robots, smart assistants).	Brainstorming: "Machine s that Act Smart" (identifying around us). Drawing a simple Robot and labeling its function.	Group Discussion, Concept Mapping (AI in our lives), PA 4 (Covers Ch. 7, 8 & 9).	EVS/G.K.: Technology and the future, simple machines.	Awareness of Technology, Responsibility in using smart devices.
February	1-9	Revision & Project Work	LO1: Consolidates understanding of all concepts (Hardware, Software, Coding). LO2: Integrates skills by applying knowledge in a final project.	Concept recap, Doubt clearing, Group challenge s.	Final Project: Creating a Digital Poster (using Paint/Tux Paint) about "My Favorite Computer Part" or "My Future Robot" (using Scratch Jr for a small demo).	Comprehensive Revision Test, Project Evaluation (Rubric).	All Subjects	Critical Thinking, Application of Knowledge, Communication.

