

N. C. JINDAL PUBLIC SCHOOL,PUNJABI BAGH, NEW DELHI

ANNUAL CURRICULUM (2026-27)

CLASS: III	SUBJECT: CT & AI		SUBJECT TEACHER: Vidhu Sadana, Rashmi Chauhan		DESIG: Computer Science			
Syllabus Topic	Academic Book	Chapter	Chapter Topic	Term	Start Date	End Date	No. of Periods	
Half yearly	Touchpad Version 4.0	Computer Hardware and Software	Introduction & Computer Hardware	I	01-04-2026	07-04-2026	2	
			Computer software	I	08-04-2026	13-04-2026	2	
		Windows 10	windows 10 Desktop	I	15-04-2026	22-04-2026	2	
			Task View	I			2	
			Controls Buttons	I	22-04-2026	30-04-2026		
		AI	Human Vs AI	I				
		More on MS Paint	Components of MS Paint	I	02-05-2026	05-05-2026	2	
			Uses of tools	I	06-05-2026	11-05-2026		
			Keyboard Shortcuts	I				
			AI	Human Vs AI Worksheet 1	I	12-05-2026	15-05-2026	2
			Editing in Word	Uses of Word	I	01-07-2026	06-07-2026	2
				Components of Word window	I			
				selecting the text	I	07-07-2026	10-07-2026	2
				editing the text	I			
				saving a document	I	13-07-2026	17-07-2026	2
				opening a saved document	I	18-07-2026	23-07-2026	2
				exiting word	I	24-07-2026	31-07-2026	2
			AI	What is AI?Real Life Examples of AI	I			
				AI Worksheet 2	I			
			Formatting in Word	Applying Bold, Italic or Underline		01-08-2026	07-08-2026	2
				changing font, font size and font colour	I			
				text effects	I	10-08-2026	14-08-2026	2
				aligning the text				
			Applying Borders	I	17-08-2026	21-08-2026	2	
			Applying Shading to the Selected Text	I				

			Adding Bullets and Numbering	I			
			Theory Assessment	I	24-08-2026	31-08-2026	
			Practical assessment	I	01-09-2026	11-09-2026	
			Cyber Safety Awareness		29-09-2026		
Annual Syllabus		Internet	Introduction	II	01-10-2026	07-10-2026	2
			Uses of Internet				
			Requirements for an Internet connection	II	08-10-2026	13-10-2026	2
			Internet Terms	II			
			Disadvantages of Internet	II			
		AI	Adantages and Disadvantages of AI	II			
		Stepwise Thinking	Simple Instructons	II	14-10-2026	21/10/26,27/10/26,30/10/26	2
			Loops	II			
			Decision Making	II			
			Understanding Programs	II			
		Let's Learn Scratch	Introduction	II	02-11-2026	06-11-2026	2
			Components of Scratch Window	II	12-11-2026	17-11-2026	2
			Blocks	II			
			Adding a Sprite	II			
			Changing the Backdrop	II	18-11-2026	23-11-2026	2
			Changing Appearance of the Sprite	II			
			Creating a new project	II	25-11-2026	30-11-2026	2
			saving a project	II			
			Opening & Exiting a project	II			
		AI	AI Worksheet 3	II	01-12-2026	07-12-2026	2
		Google Blockly Games	Introduction	II	08-12-2026	14-12-2026	2
			Puzzle Game	II	15-12-2026	21-12-2026	2
			Maze Game	II	22-12-2026	29-12-2026	2
		AI-Enabled Devices	Introduction	II	15-01-2027	20-01-2027	2
			Smartphone and Smartwatches	II			
			Chatbots and Smart TVs	II	21-01-2027	25-01-2027	2
		Smart Doorbells and Driverless cars	II				
		Smart speakers	II	27-01-2027	30-01-2027	2	
		revision	II	01-02-2027	08-02-2027		
		Theory Assessment	II	09-02-2027	15-02-2027		
		Practical assessment	II	16-02-2027	20-02-2027		