

Topic 1	Air water and weather
Topic 2	Animal Lifestyle
Topic 3	Bones and Muscles
Topic 4	Characteristics of Living things
Topic 5	Food and Health
Topic 6	Living things depend on each other
Topic 7	Moon
Topic 8	Natural Calamities
Topic 9	Reproduction in Plants
Topic 10	Rocks and Minerals
Topic 11	Safety and First Aid
Topic 12	Simple machines
Topic 13	Soil Erosion and Conservation
Topic 14	The Nervous System

Topic 1	Basics of Geometry
Topic 2	Data Handling
Topic 3	Decimals
Topic 4	Fractional numbers
Topic 5	Fractions
Topic 6	Geometrical Shapes
Topic 7	Large Numbers
Topic 8	Measurement
Topic 9	Measurement of volume
Topic 10	Money
Topic 11	Multiples and Factors
Topic 12	Operations on Decimal Numbers
Topic 13	Operations on Large Numbers
Topic 14	Perimeter and Area
Topic 14	Time

Topic 1	Computer history & development		
	<ul style="list-style-type: none"> • The early counting devices • Abacus the first counting device • About Blaise Pascal creates the first calculating machine • Leibnitz calculator 	<ul style="list-style-type: none"> • Charles Babbage design the difference Engine • The first large scale automation computer • The ENIAC • About FORTRAN language • The first integrated circuit 	<ul style="list-style-type: none"> • BASIC language • Personal computer (PC) • IBM first PC • Evolution of internet • New technology
Topic 2	Introduction to types of computers		
	<ul style="list-style-type: none"> • Classification of computers • Analog computers 	<ul style="list-style-type: none"> • Digital computers • Hybrid computers 	
Topic 3	Introduction to windows XP		
	<ul style="list-style-type: none"> • What an operating system does • Features of windows XP • Managing windows 	<ul style="list-style-type: none"> • Dialog box • The start menu • Working with files & folders 	<ul style="list-style-type: none"> • Creating a folder • Copying and moving files • Additional Features of windows XP • Log off and switch users
Topic 4	Managing files and folders (Introduction files & folders)		
	<ul style="list-style-type: none"> • What is a file? • What is a folder? • Components of windows • Introduction to my documents 	<ul style="list-style-type: none"> • What is the recycle bin? • Retrieving file from the recycle bin • Emptying the recycle bin • Exploring my computer 	<ul style="list-style-type: none"> • Choosing views • Exploring windows explorer • Opening the search companion • Using the search companion • Creating a shortcut of a file
Topic 5	Making presentation using PowerPoint (Introduction to PowerPoint)		
	<ul style="list-style-type: none"> • Starting PowerPoint • Exploring the PowerPoint interface • Creating PowerPoint presentation • Creating a blank presentation • What is a presentation? 	<ul style="list-style-type: none"> • Creating a presentation • Choosing a presentation style • Adding contents to slides • Ad text to a placeholder • Ad text by using the text box tool 	<ul style="list-style-type: none"> • Ad text to an auto shape • How to add bulleted text? • Changing text color • Adding graphics to a slide • Saving a presentation
Topic 6	Adding special effect to presentation (how to give a consistent look to presentations?)		
	<ul style="list-style-type: none"> • Slide masters • Color schemes • Design templates • Working with slides 	<ul style="list-style-type: none"> • Copying or duplicating slide • Copying a slide from one presentation to another • Deleting a slide • Adding animation effect to a slide 	<ul style="list-style-type: none"> • Setting the order of animated objects • Inserting music or sound on a slide • How to add transitions to a slide show • Setting timing for a slide show
Topic 7	Introduction to Qbasic		
	<ul style="list-style-type: none"> • Features of QBasic language • Modes of working in QBasic • Getting started with QBasic • Components of QBasic editor • Basic operations in QBasic editor • Saving a program • Opening pre-written programs • Viewing programs • Editing a programs • Executing a program 	<ul style="list-style-type: none"> • Debugging a program • Debugging tools in QBasic • Printing a program • Exiting from QBasic • Getting help • Working with commands in Qbasic editor • QBasic character set • Keywords • Variables • Types of variables in Qbasic 	<ul style="list-style-type: none"> • Declaring and initializing variables • Constants • Operators • An operator is a symbol that triggers a specification • Mathematical operators • Relational operators • Logical operators • Assignment operators • Precedence order of operations • Operator expressions • QBasic statements • REM statements • Print statements • LET statements • Input statements • LET VS. Input • End statements
Topic 8	Email Basics		
	<ul style="list-style-type: none"> • What is email? • How email service works? • What you need to use emails service? 	<ul style="list-style-type: none"> • Advantages of email • Structure of an email message • Steps to send emails • Understanding email address 	