

Explorers-1		
S.N	Chapter No.	Chapters
1	2	Working with technology safely and respectfully
2	4	Working with technology safely and respectfully
3	5	Working with technology safely and respectfully
4	6	Working with the World Wide Web
5	9	Working with the World Wide Web
6	12	Technology in Our Daily Lives
7	13	Using Technology in School
8	15	Technology in the Business World
9	16	Creating Digital Images
10	19	Using shapes to draw figures
11	21	Flipbook Animation
12	23	Creating Digital Animations
13	26	Planning an Audio Recording
14	27	Recording using Audio Editing Software

Explorers - 2		
S.N	Chapter No.	Chapters
1	1	Font Types And Sizes
2	2	Know About Font Styles
3	3	What Is WordArt?
4	4	Illustrating Words
5	12	Introduction To Programming
6	13	Writing Algorithms
7	14	Programming Selection
8	15	Solving Problems With Algorithms
9	16	Programming Movement
10	18	Programming A Simple Game
11	19	Programming In Scratch
12	23	Programming In Scratch
13	24	Using Code To Animate Objects
14	26	Using Computers To Convert Data
15	17	Passwords And Verification

Navigators 1		
S.N	Chapter No.	Chapters
1	1	Images For A Purpose
2	2	Image Enhancement
3	3	Digital Collage
4	4	Image Editing
5	5	Sound Effects
6	9	2D And 3D Shapes
7	10	Graphical Modelling
8	11	Modelling Buildings
9	12	Designing With 3D Modelling Software
10	17	Logical Reasoning
11	18	An Introduction to Algorithms
12	19	Logical Reasoning Games
13	20	An Introduction To Flowcharts
14	21	Flowcharts With Loops
15	22	An Introduction To Scratch
16	23	Creating Games With Scratch
17	26	Using A Word Processor
18	27	Using A Word Processor To Edit

Navigators 2		
S.N	Chapter No.	Chapters
1	1	Choosing A Presentation Topic
2	2	Planning A Presentation
3	3	Designing A Presentation
4	4	Presenting Information: Software Options
5	5	Reviewing And Improving a Presentation
6	6	Including Audio and Video in Presentations
7	8	Using Technology Safely: Protecting Your Computer
8	9	Using Technology Safely: Communication
9	10	Using Technology Safely: Communication
10	11	Using Technology Safely: Online Friends
11	14	Using Technology Respectfully and Responsibly
12	16	Being Share Aware
13	17	Password Protection
14	18	Behaving Responsibly Online
15	19	Behaving Responsibly Online
16	20	Staying Safe Online
17	21	Staying Safe Online
18	22	Reporting Online Content

Navigator 3		
S. N	Chapter No.	Chapters
1	2	Network Cables and Connectors
2	3	Network Safety
3	5	Wireless connecting 2
4	7	The Internet: How information is Organized
5	8	Introducing the Internet of Things
6	11	Organizing a Blog Post
7	12	Real Time Collaboration
8	13	File Sharing
9	16	Creative Collaboration
10	18	An Introduction to Data Capture
11	20	Using data to make decisions
12	21	Creating a database
13	22	Organizing Data using a Database 1
14	23	Organizing Data using a Database 2
15	24	Using data to create new information
16	25	Exporting to a Spreadsheet
17	26	Spreadsheets: Working faster with numbers
18	27	Data Modeling: Managing Money
19	28	Effective Data Presentation 1
20	29	Effective Data Presentation 2

Navigator 4		
S.N	Chapter No.	Chapters
1	2	Capturing Data
2	3	Organising Data
3	4	Using Spreadsheets
4	5	Preparing a Data Presentation
5	6	Delivering a Data Presentation
6	8	Simulating Real-World Environments
7	10	Programming a Simulation Game
8	17	Using Simulation to Recreate a Famous Event
9	18	Creating a Safety Simulation
10	11	Using Design Software
11	19	3D Printing
12	25	Programming a Robot Lawnmower
13	26	Programming a Simple Traffic Control System
14	27	Assistive Technologies
15	20	Programming: Displaying Sound Waves
16	21	Programming: Controlling a Physical System
17	22	Controlling Systems Remotely
18	23	Climate Control Technologies
19	24	Drone Technology
20	26	Programming a Multi-Control Traffic System

Trailblazer 1		
S.N	Chapter No.	Chapters
1	1	Your Digital Footprint
2	2	Safety and Security: Online Profiles
3	3	Safety and Security: Online Information
4	4	Safety and Security: Cybercrime
5	5	Online Content Management
6	6	Improving Your Digital Footprint
7	7	Keeping Yourself and Your Friends Safe Online
8	9	Protecting Your Computer Against Viruses and Malware
9	10	Staying Secure on Social Media
10	13	Understanding and Designing Algorithms
11	15	Repeating in Algorithms
12	17	Understanding Computational Thinking
13	18	Understanding Decomposition and Abstraction
14	19	Problem Solving Using Decomposition
15	21	Comparing and Evaluating Algorithms
16	23	Storing and Executing Instructions on a Computer
17	24	Representing Data in Binary Format
18	25	Representing and Manipulating Different Data Types
19	26	Designing Computer Programs
20	27	Designing Computer Programs

Trailblazers 2		
S.N	Chapter No.	Chapters
1	1	Programming: Lists and Arrays
2	3	Programming: Good Practice
3	4	Programming: Data Structure
4	5	Modular Code
5	17	Spreadsheet Modeling
6	9	Boolean Logic
7	10	Applying Boolean Logic
8	11	Binary Numbers and Calculations
9	12	Base Number System
10	15	Computer Models and Simulation 1
11	16	Computer Models and Simulation 2
12	29	Data Analysis
13	20	Using Simulations in Research and Development
14	21	Creating Computer Models
15	22	Data Validation
16	26	Planning Research
17	27	Collecting Quantitative Data
18	25	Collecting and Analyzing Data
19	23	Evaluating Computer Models
20	7	Testing and Improving Program



Trailblazers 3		
S.N	Chapter No.	Chapters
1	22	Project Case Study
2	13	Using Different Computer Networks 1
3	14	Using Different Computer Networks 2
4	15	How Computers Connect to the Internet 1
5	16	How Computers Connect to the Internet 2
6	17	Network Topologies 1
7	18	Network Topologies 2
8	1	Different Types of Computers
9	2	The Internet of Things
10	9	The BIOS
11	10	The Operating System
12	11	Software Compatibility
13	12	Different Users: Accessibility
14	23	Designing a Digital Solutions
15	24	How to test your solutions
16	25	Finalizing Your Solutions
17	26	Testing and user feedback
18	10	The Operating System
19	12	Different Users: Accessibility