



**8000+**  
schools  
associated with **KIPS**

# Transforming School Education

Through integrated approach to joyful learning

Aligned  
with

**NEP and  
NCF 2023**



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us on



**USP OF THE SERIES**

- ◆ An Integrated Approach to **Joyful Learning**
- ◆ Aligned with **NEP** and **NCF 2023**
- ◆ **Chapter headers** and **child-centric stories** with real-life connect in books 1 to 5
- ◆ **Comic Strip** as warm-up and **Math Connect** in all chapters in books 6 to 8
- ◆ **I Analyse** to analyse various situations based on the given information, determine what is relevant to the problem, and find the solution
- ◆ **Assess Yourself**, a self-assessment tool to know the progress of the students
- ◆ **Inter-disciplinary Approach** to connect math to other subjects, like physics, chemistry, biology, etc.
- ◆ **Two Board Games** per book for gamified approach
- ◆ Maths in Vedas and Maths with AI



**For Classes I-VIII**  
 As per the CBSE curriculum

**OUR LEARNING APPROACH...**

The series follows a unique **DREAM** lesson structure:

- I Do** Warm-up activity to encourage students to think about the new topic
- I RECALL** Previous knowledge check to ascertain the level of readiness of students before they begin a new topic
- I EXPLORE** Conceptual explanation with visuals and examples
- I ENRICH** Exercise on the topic to help practise the concept they have learnt
- I EXPERIENCE** To promote learning by doing or solving the problems and reflecting their experience in solving other problems
- Assess Yourself** Self-assessment to find out how much progress the students have made
- I ANALYSE** To analyse various situations based on the given information, determine what is relevant to the problem, and find the solution
- MATH CONNECT** To be able to make connections and apply mathematical skills across many areas in real life (VI-VIII)
- Master Station** Chapter end exercise on Bloom’s HOTS, with an emphasis on apply, analyse, evaluate, and create (VI-VIII)

- ◆ Simple and easy language and step-by-step explanation of topics
- ◆ **International Mathematics Olympiad (IMO)**: Sample paper for international level competition
- ◆ **Snippets (Books 1 to VIII)**: Train Your Brain, Fun with Math, Quick Maths, Math Fact, Let’s Think, Explore More, Common Error, Try Yourself
- ◆ **Annexures**: Reflect Your Learning (**4 Worksheets in each grade**), Learning Cycle (**2 Worksheets in each grade**), Maths in Vedas, Maths with AI
- ◆ **Unique Features**: All Elements of NEP highlighted with icons, Critical Thinking, Communication Skills, Collaboration, Tech Connect, India Connect, Real Life Connect, Art Connect, Value Education, Social Emotional Learning, etc.





- ◆ **Lesson Plans:** A clear and organised chapter-wise lesson plan to support teachers
- ◆ **Worksheet:** Two additional worksheets per chapter
- ◆ **MindMaps:** A visual tool in each chapter to review and understand the concepts covered
- ◆ **Vocabulary Sheets:** Two in each grade to practice and expand maths vocabulary
- ◆ **Math Drill:** Interactive Practice Quiz (two in each grade) having short questions
- ◆ **Quick Quiz:** MCQ based Interactive Quiz (two in each grade) for assessing and enhancing students' mathematical knowledge and skills
- ◆ **Famous Mathematician:** Information about two mathematicians in each grade
- ◆ **Concept Videos:** To provide engaging content that helps

understand and grasp complex concepts in a clear and visual manner

- ◆ **Character Animations:** To provide content with real-life connect in animated form
- ◆ **Interactive Flipbook** with links to all the animations and other support material
- ◆ **Question Paper Generator (QPG):** Offline software for teachers to create test papers and worksheets

Terms in our books	Terms in competitor's book
I Enrich	Practice
I Experience	Math Lab activity
Reflect Your Learning	Periodic Assessments
Learning Cycle	Term Papers
Try Yourself	Mental Maths
Master Station	Chapter End Exercise

## Computer Science

### Cyber Connect

Windows 11 and MS Office 2021

**SOFTWARE INCLUDED** – Several activity-based software, like Paint, Scratch, Krita, OpenShot, HTML, MakeCode Arcade, MIT App Inventor, Python, Canva, etc.

#### USP OF THE SERIES

- ◆ Every chapter starts with a warm-up activity and dialog writing [Bk 3-Pg17, Bk 7-Pg20]
- ◆ Coding has been introduced from class I onwards [Bk 3-Pg75, Bk 7-Pg95]
- ◆ AI Connect Activity and snippets in classes III to VIII [Bk 3-Pg95]
- ◆ Attractive presentation and comic strip using canva
- ◆ Skill building activity using fun activities in a separate coding section called **Let's Code**
- ◆ Cryptography in classes VI-VIII [Bk 7-Pg152, Bk 8-Pg159]
- ◆ Latest and emerging technologies
- ◆ Practice Time (Practical Session) within the chapter for concept clarity
- ◆ Two Artificial Intelligence chapters from grade VI onwards



For Classes I-VIII

#### ANNEXURES

Meet the Inventors, Healthy Living, Cyber Ethics, Tech Update, Board Game, etc.



## Cyber Beans 2.0

Windows 11 and MS Office 2019

**SOFTWARE INCLUDED** – Several activity-based software, like Paint, Scratch, GIMP, OpenShot, Pencil2D, Python, HTML, MIT App Inventor, etc.



For Classes I-VIII

### USP OF THE SERIES

- ◆ Coding has been introduced from class I onwards [Bk 3-Pg63, Bk 7-Pg82]
- ◆ AI chapter in all grades
- ◆ Connectopia [Bk 3-Pg101, Bk 7-Pg145], Tease your Brain [Bk 3-Pg77, Bk 7-Pg85], AI Connect snippets [Bk 3-Pg19, Bk 7-Pg14]
- ◆ Latest technologies in the field of computers, like Artificial Intelligence, Data Science, Computer Vision, Robotics, Machine Learning, etc.

### ANNEXURES

AI World, Cyber Ethics, Tech Updates, Office Updates, Healthy Living, Board Game, etc.

## Cyber Quest

Windows 10 and MS Office 2019

**SOFTWARE INCLUDED** – Cutting edge technologies, like PHP, Scratch 3.0, Kea Coloring book, HTML5, Krita, Desene Animate, ScratchJr, Python, App Development using MIT App Inventor, and Paint 3D

### USP OF THE SERIES

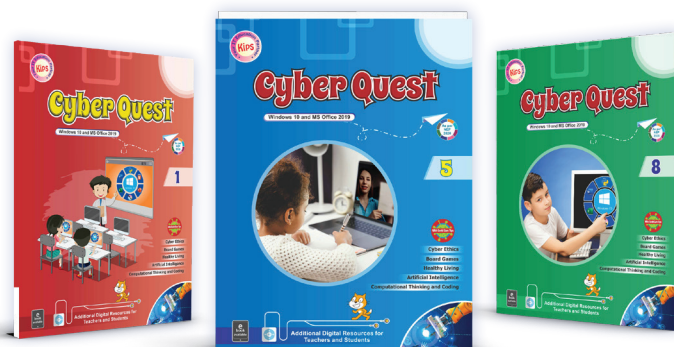
- ◆ Project with self and peer assessment rubrics
- ◆ Coding & AI in all grades

### SALIENT FEATURES

- ◆ New open source software for image editing and animation (Krita replaces Flash and Photoshop)
- ◆ Chapters on AI and Robotics
- ◆ Coding in all classes

### ANNEXURES

Computational Thinking, Cyber Ethics, Healthy Living, Fun with AI, and NCO



For Classes I-VIII

## Byte Code

Windows 10 and MS Office 2019

**SOFTWARE INCLUDED** – ScratchJr, Scratch, Paint, Python, HTML, etc.



For Classes I-VIII

### USP OF THE SERIES

- ◆ Simple Series
- ◆ Colourful double spreads for concept clarity [Bk 3-Pg26, Bk 7-Pg60]
- ◆ Coding has been introduced from class I onwards
- ◆ Chapters on AI from class III onwards
- ◆ Lab Sessions within the chapter for hands-on practice [Bk 3-Pg72, Bk 7-Pg60]
- ◆ New cross-curricular activities and projects [Bk 3-Pg85, Bk 7-Pg115]
- ◆ Latest technologies in the field of computers, like Artificial Intelligence, Computer Vision, Robotics, App Development, etc.

### ANNEXURES

Cyber Ethics, India Centric Page [Bk 3-Pg90, Bk 7-Pg118], Healthy Living, Fun with AI, Board Game, etc.



## DCode

Windows 10 and MS Office 2016

**SOFTWARE INCLUDED** – Desene Animate, ScratchJr, Scratch 3.0, MS Paint, GIMP, Python, HTML5, OpenShot Video Editor



### USP OF THE SERIES

- ◆ Coding & AI in all grades

### SALIENT FEATURES

- ◆ Chapters on Artificial Intelligence, Robotics, Data Science in grades 6 - 8
- ◆ Open source software

### ANNEXURES

Computational Thinking, Board Games, Healthy Living, Fun with AI, and NCO

For Classes I-VIII

## cliQ

Windows 10 and OpenOffice

**SOFTWARE INCLUDED** – HTML5, ScratchJr, Scratch, Python, Pencil 2D, GIMP, Audacity, OpenShot Video editor

### USP OF THE SERIES

- ◆ Integrated **Project-based Learning**
- ◆ Tinkering Research Project (TRP) with self-reflection cards
- ◆ Follows NEP 2020
- ◆ Focus on SDGs (Sustainable Development Goals)
- ◆ AI chapters from grade 3 onwards
- ◆ Coding in all books
- ◆ Two Worksheets and Test Papers

### ANNEXURES

Board Games, Healthy Living, Computational Thinking, AI, NCO



For Classes I-VIII

## New Cyber Beans

Windows 7 and MS Office 2010

**SOFTWARE INCLUDED** – HTML5, ScratchJr, Scratch, Python, Pencil 2D, GIMP, Audacity, OpenShot Video editor



### USP OF THE SERIES

- ◆ Integration of SDGs and Computational Thinking in content
- ◆ Aligned with NEP
- ◆ Chapters on AI in all grades
- ◆ Coding in all books
- ◆ Two Worksheets and Test Papers
- ◆ AI Chapter with practical activities related to the AI concept

### ANNEXURES

Board Games, Cyber Ethics, Healthy Living, Computational Thinking, NCO

For Classes I-VIII

## New IT Beans

Windows 7 and MS Office 2010

**SOFTWARE INCLUDED** – Several activity-based software, like Tux Paint, Tux Typing, Kea Coloring Book, Tux Math, eduActive8, ScratchJr, Visual Basic, and QBasic



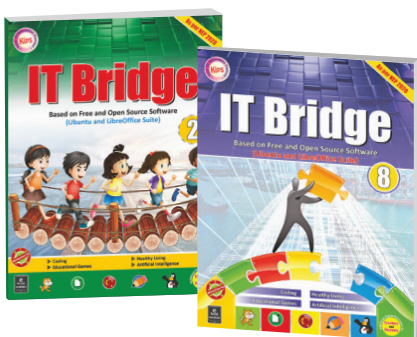
### USP OF THE SERIES

- ◆ Integration of SDGs and Artificial Intelligence in content
- ◆ Aligned with NEP
- ◆ Coding in all books
- ◆ Two Worksheets and Test Papers
- ◆ AI Chapter with practical activities related to the AI concept

### ANNEXURES

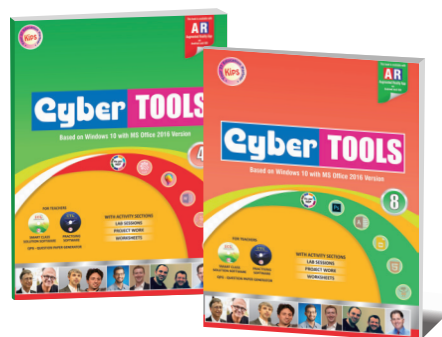
Fun with AI, Computational Thinking, Cyber Ethics, Office updates, Board Game, etc.

For Classes I-VIII



For Classes I-VIII

Ubuntu and Libreoffice Suite



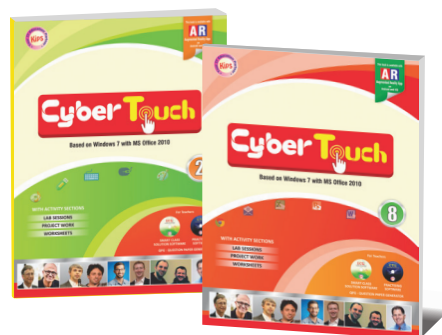
For Classes I-VIII

Windows 10 and MS Office 2016



For Classes I-VIII

Windows 7 and MS Office 2010



For Classes I-VIII

Windows 7 and MS Office 2010

## CodeBloX

Windows 11 and MS Office 2021

**SOFTWARE INCLUDED** – ScratchJr, Scratch, Tux Typing, GCompris, Paint, etc.



For Classes I-VIII

### USP OF THE SERIES

- ◆ Mapped with ICSE syllabus
- ◆ Integrated SDG activities in classes I-V: **Story Time [Bk 3-Pg42]**
- ◆ AI Connect Activity **[Bk 3-Pg22, Bk 7-Pg125]**
- ◆ New cross-curricular activities and projects **[Bk 3-Pg79, Bk 7-Pg125]**
- ◆ This series features App Development using MIT App Inventor, Web Development, Networking, BlueJ, etc.

### ANNEXURES

Computational Thinking **[Bk 3-Pg81, Bk 7-Pg129]** Fun with AI, Coding Fun, Cyber Ethics, Healthy Living, Board Game, etc.

## Logix 2.0

Windows 10 and MS Office 2019

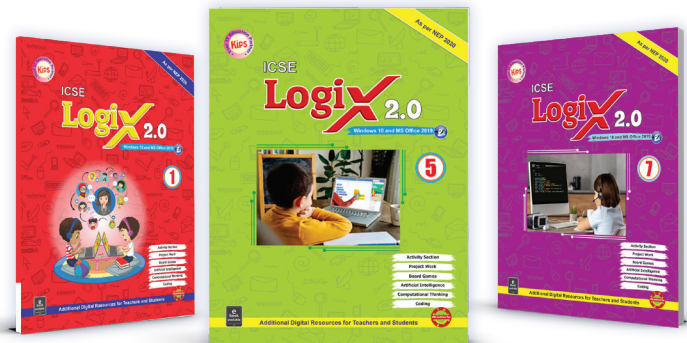
**SOFTWARE INCLUDED** - BlueJ, GCompris, eduActiv8, Scratch, and HTML

### USP OF THE SERIES

- ◆ Coding in all classes [where there was no coding, given as annexures]
- ◆ New and additional activities and projects

### ANNEXURES

Coding, Computational Thinking, AI and Robotics, Board Games, Healthy Living, Puzzles, Fun with AI, and NCO



For Classes I-VIII

## Logix 1.02

Windows 7 and MS Office 2010

**SOFTWARE INCLUDED** – BlueJ, GCompris & eduActiv8, Scratch, and HTML



For Classes I-VIII

### USP OF THE SERIES

- ◆ Coding in all classes [where there was no coding, given as annexures]
- ◆ New and additional activities and projects

### SALIENT FEATURES

- ◆ Relevant Windows 10 annexures
- ◆ Steps to use all software in Windows 10

### ANNEXURES

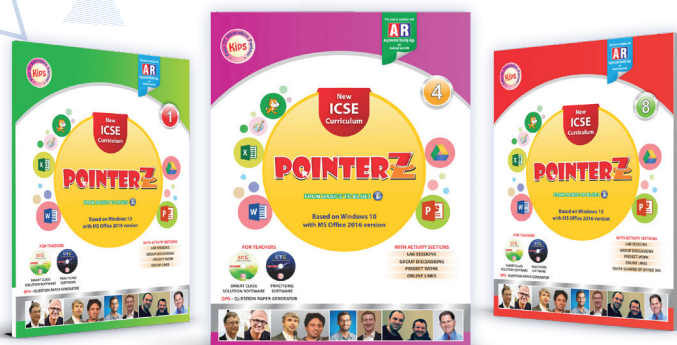
Coding, Computational Thinking, AI and Robotics, Board Games, Healthy Living, Puzzles, Fun with AI, and NCO



## Pointerz

Windows 10 and MS Office 2016

**SOFTWARE INCLUDED** – Scratch, App Development, Java(Blue J), Cloud Computing, HTML, Google Drive



For Classes I-VIII

### USP OF THE SERIES

- ◆ Simple and easy language and step-by-step explanation of topics

### SALIENT FEATURES

- ◆ **Explanation of Concepts:** Using the principle of **Law of Association (LOA)**
- ◆ **Brain Developer:** Incorporates subjective and objective exercises
- ◆ **Lab Activity:** Provides an integrated approach to learning
- ◆ **Project Work:** With guidelines to enhance the creativity of students
- ◆ **Worksheets:** For detailed practice and revision
- ◆ **National Cyber Olympiad:** For national level competition
- ◆ **Snippets (Books III to VIII):** Let's Discuss, Quick Quiz, Fact File, Let Us Recall, Let's Know More, Know the Fact, Quick View
- ◆ **Annexures:** Quick Glimpse of Office 365, Google D

## Robotics & Artificial Intelligence

Based on ICSE Code 66

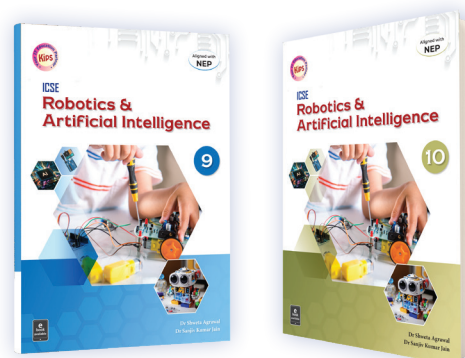
**SOFTWARE INCLUDED** – Python, Tinkercad using Autodesk

### SALIENT FEATURES

- ◆ Totally mapped with the ICSE syllabus
- ◆ **Brain Developer** consists of solved and unsolved questions
- ◆ **Activity Zone** for hands-on experience
- ◆ **Multiple In-text Activities** within every chapter for concept clarity
- ◆ **QR Code** for detailed syllabus, additional resources, concept video for students
- ◆ **Solved Programs** are given in Python chapters
- ◆ **Group Discussions** and real-life examples for better concept clarity
- ◆ **SDG Awareness Pages** along with 30 days SDG challenge activity for students

### ANNEXURES

Meet the Inventors, Healthy Living, Tech Update, Computational Thinking

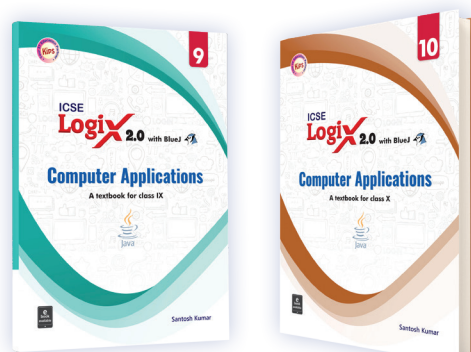


For Classes IX-X

## Logix 2.0 (Computer Applications)

(Based on ICSE Code 086)

**CONCEPTS** – Object-oriented programming in Java using BlueJ



For Classes IX-X

### SALIENT FEATURES

- ◆ **For ICSE Syllabus** [Totally mapped with the syllabus]
- ◆ Aligned with NEP
- ◆ Model Test Papers consists of solved and unsolved questions
- ◆ Programming zone for hands-on experience and enhancing programming skills of students
- ◆ Activity zone for additional questions for revision
- ◆ Board questions containing solved questions from previous year's exam
- ◆ QR code for videos for concept clarity
- ◆ Viva questions and Internal Assessment for practical exam
- ◆ Group discussions and real-life examples for better concept clarity
- ◆ SDG awareness pages along with 30 days SDG challenge activity for students

# Logix (Computer Applications)

Based on ICSE Code 086

**SOFTWARE INCLUDED** – Java(Blue J) and HTML



**For Classes IX-X**

## USP OF THE SERIES

- ◆ Simple and easy language and step-by-step explanation of topics
- ◆ Code walk-through
- ◆ Plenty of solved questions in books IX and X

## SALIENT FEATURES

- ◆ **Explanation of Concepts:** Using the principle of **Law of Association (LOA)**
- ◆ **Brain Developer:** Incorporates subjective and objective exercises
- ◆ **Lab Activity:** Provides an integrated approach to learning
- ◆ **Project Work:** With guidelines to enhance the creativity of students
- ◆ **Worksheets:** For detailed practice and revision
- ◆ **National Cyber Olympiad:** For national level competition

## Modular Series

(CBSE | ICSE | State Board)



**For Classes I-VIII**

Most advanced modular series  
Windows 10 and MS Office 2019



**For Classes I-X**

Windows 7 and MS Office 2010  
with Python



**For Classes I-X**

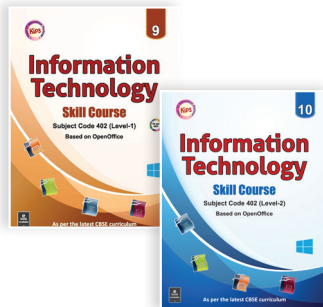
Windows 7 and MS Office 2007  
with C and C++

## CBSE | IX-X



**Subject Code 402**

Information Technology  
MS Office & LibreOffice



**Subject Code 402**

Information Technology  
OpenOffice



**Subject Code 165**

New Cyber Beans  
Computer Applications

## CBSE | XI-XII

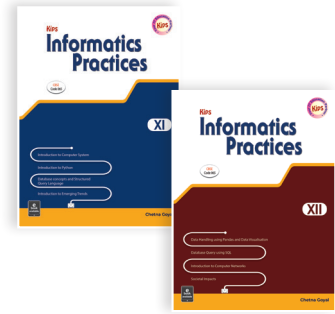


**Subject Code 083**

**Computer Science**  
with Python

### Key Features

- ◆ Assertion-Reasoning Questions
- ◆ Solved CBSE Questions
- ◆ Detailed Projects with Synopsis, Code, etc.
- ◆ Solved and Unsolved Sample Papers
- ◆ Solutions to all Questions and Programs
- ◆ Suggested Practical List and Solved Viva Questions
- ◆ QR Codes for Concept Videos in Every Chapter
- ◆ Additional Papers, Projects and Question Bank for Teachers



**Subject Code 065**

**Informatics Practices**

## Exclusive Books

Coding | Artificial Intelligence | Data Science



**For Classes I-VIII**

**Step by Step Coding** with logical and computational skills



**For Classes VI-VIII**

**Let's Code** with advanced coding concepts



**For Classes VIII-X**

**Subject Code 419**  
As per CBSE curriculum



**For Classes I-X**

**Subject Code 417**  
As per CBSE curriculum for classes VIII-X





Since inception, as a constant contributor in school computer education with inputs from many educators, Kips revolutionised computer teaching and learning through its interactive and engaging digital tools. We will provide exclusive access to our DigiCloud portal.



### Interactive Classroom Learning (ICL)

- ◆ Digital smart classroom solution for teachers in conducting classes (both offline and online)
- ◆ 100% mapped with the textbook
- ◆ Brings better visualisation and concept clarity
- ◆ "Plug n Play" software, which means installation is not required



### Question Paper Generator (QPG)

- ◆ An effective online platform for teachers to generate question papers and conduct online tests. Customised tool that facilitates teachers to access the huge in-built database of questions, add questions, school logo, and much more.
- ◆ Register on [www.kipsqpg.com](http://www.kipsqpg.com)



### Consolidate Your Learning (CYL)

- ◆ Self-learning software with instant evaluation
- ◆ To conduct paperless quizzes offline
- ◆ Helps to engage the children during practical classes



### ebooks

- ◆ Register on our website, [www.kips.in](http://www.kips.in) to download the ebooks. Get yours today!
- ◆ Download our Kips ebook app available for both Android and iOS



### Teacher Manual

- ◆ Pre-designed lesson plans for teachers to plan their teaching schedule in advance
- ◆ Easily downloadable answer keys for all our series



### Flipbook (with Interactivity)

- ◆ Interactive e-book
- ◆ It has many touch-points such as videos, audio, links, and interactivity



### Applied Practical Learning (APL)

- ◆ APL is a model that mimics the operation of an existing or proposed software
- ◆ It is a self learning tool for students



### Workshops and Webinars

- ◆ Kips aims to empower schools through its engaging webinars/workshops by industry experts on cutting edge technologies, coding, cyber ethics, classroom management, career counselling, and much more.



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