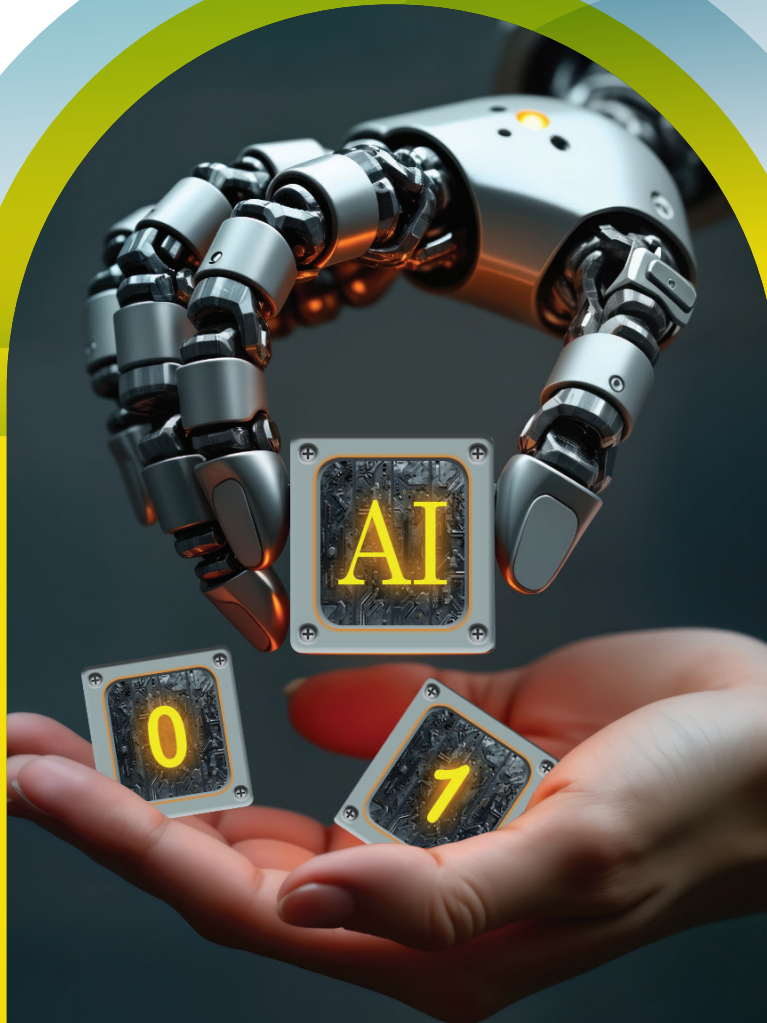




Scan for Specimen



MASTERING TECHNOLOGY
UNLOCKING NUMBERS

CATALOGUE

2026-27



Orange Education
Adding value to 'Education'



Publisher's Desk

"The New Era of Learning with Orange Education"

Orange Education has been at the forefront of Computer Science education, delivering cutting-edge textbooks and learning solutions that integrate AI, Robotics and Coding from Nursery through Grade 12. Our expertise in this domain has shaped how students engage with technology and develop essential 21st-century skills, preparing them to thrive in a rapidly evolving digital world.

Building on this solid foundation and three years of in-depth research, we are proud to expand our portfolio by introducing a comprehensive Mathematics series, designed to complement and elevate our Computer Science offerings with a fresh, forward-thinking approach.

Our Mathematics textbooks blend logical reasoning, creativity, and computational thinking, crafted to inspire curiosity and mastery while aligning seamlessly with our Computer Science curriculum. This synergy creates a unique, integrated learning experience where mathematics and technology empower each other, enabling students to build a strong numerical foundation alongside programming and problem-solving skills.

Key strengths of Orange Education's combined Computer Science and Mathematics offerings include:

- Alignment with NEP 2020 and NCFSE-2023 frameworks, delivering relevant, structured learning through the Panchpadi Five-Step Process.
- A cross-disciplinary approach that connects mathematical concepts with coding, AI, and real-world applications.
- Age-appropriate pedagogy, clear language, and culturally inclusive content supported by glossaries and digital tools.
- Engaging, interactive resources that foster collaboration, critical thinking, and ethical use of technology.
- Design and content that balance familiar contexts with innovative challenges, making learning meaningful and motivating.

By integrating Mathematics with our proven expertise in Computer Science, Orange Education empowers students to excel academically and become confident, digitally fluent innovators and responsible citizens.



Scholastic Outreach

Partnering with 10,000+ Schools in India & Abroad to provide impactful educational solutions.



Cutting-Edge Innovations

Pioneering Innovative Content as per NCFSE-2023 with fresh ideas, latest tools and dynamic designs.



Global Reach

Empowering learners globally with Computational Thinking & AI, the skill of today and tomorrow.

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NEW

CODEPILOT

Ver. 5.0

Windows 11 & Office 2021

Build for
Intelligence & Innovation

Grades 1-8

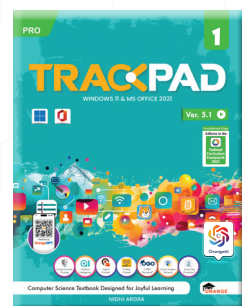


SYLLABUS

Painting with Paint | Block-based Coding using Scratch |
Designing with Sketchpad | MIT App Inventor | Image Editing with
Canva | Programming with Python and JavaScript | Designing
Circuits with Tinkercad | Artificial Intelligence & Robotics

HIGHLIGHTS

- Live Learning
- Natural Fact
- Social Sight
- Job Junction
- Tech Terms
- Think Tank
- QR Quest
- Hints & Hacks
- SDG Activity
- Group Gyan
- Ask AI Agent
- Fact File



Grades 1-8

SYLLABUS

Block-based Coding using ScratchJr & Scratch 3.0 |
Animation using Pivot Animator | Computational Thinking |
Artificial Intelligence & Robotics | MIT App Inventor |
Website Development using HTML5 & CSS3

HIGHLIGHTS

- Comic Strip
- Mr. Techie
- SDG Activity
- Info Mail
- Find on Google
- Natural Fact
- Quiz Bee
- Self Reflection
- Video Based Question
- Think Tank
- Pure Fact
- Group Discussion

Designed for
Joyful Learning Experience

TRACKPAD

PRO Ver. 5.1

Windows 11 & Office 2021





SYLLABUS

Painting with Paint & Tux Paint | Animation using Pivot Animator
 | Block-based Coding using Scratch | Computational Thinking |
 MIT App Inventor | Artificial Intelligence & Robotics | Python |
 Krita | Photo Editor & Video Editor | Google App | HTML5

HIGHLIGHTS

- My Selfie Page
- A Better Me!
- SDG Activity
- Comic Story
- Test Your Knowledge
- Wow Tech
- Natural Fact
- Factbot
- Explore in the Lab
- Indian Heritage
- Think Tank
- Hintbot

CODEGPT

Ver. 4.0

Windows 10 & Office 2019

Designed for Young Innovators

Grades 1-8



Grades 1-8

Computer Science
Textbook

SMARTGPT

Ver. 4.0

Windows 10 & Office 2019

SYLLABUS

Painting with Paint & Tux Paint | Block-based Coding using
 Scratch Jr & Scratch 3.0 | Animation using Pivot Animator |
 Computational Thinking | MIT App Inventor | Artificial Intelligence &
 Robotics | Python | Krita | Photo Editor & Video Editor | Google App

HIGHLIGHTS

- My Selfie Page
- A Better Me!
- SDG Activity
- Comic Story
- Test Your Knowledge
- Wow Tech
- Natural Fact
- Factbot
- Hintbot
- IT Buzz Words
- Think Tank
- Explore in the Lab





TOUCHPAD

PLUS Ver. 4.0

Windows 10 & Office 2019

With New
Pedagogical Approach

Grades 1-8

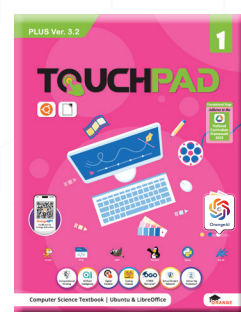


SYLLABUS

Draw using Tux Paint & Paint I Block-based Coding with ScratchJr, Blockly & Scratch 3.0 I Editing images with Krita I Developing Web pages with HTML5 & CSS 3 I Python I Computational Thinking I AI & Robotics I App Development

HIGHLIGHTS

- Take Off
- Go Online
- Comic Story
- Art Integration Learning
- Job Prospects
- DIY in the Lab
- Indian Heritage
- Factbot & Hintbot
- Experiential Learning
- Bring the Change (SDG)
- Interdisciplinary Learning



Grades 1-8

SYLLABUS

Block-based Coding using Blockly & Scratch 3.0 I Image Editing with GIMP I Creating animation using Tupi 2D I Programming with Python I Website Development using HTML5 & CSS 3 I Artificial Intelligence & Robotics

HIGHLIGHTS

- Tech Funda
- Hands-On
- Lab Session
- SDG Activity
- Clickipedia
- Speech Drill
- Check Point
- Natural Fact
- Project Work
- Mind Boggler
- Student Corner
- Think Tank

TOUCHPAD

PLUS Ver. 3.2

Ubuntu 24.0.4 & LibreOffice 24.2

Easy Learning with
Open Source Software





SYLLABUS

Block-based Coding using ScratchJr, Scratch 3.0 & Google Blockly | Animation using Pivot Animator | MIT App Inventor | Programming with Python & MakeCode Arcade | Hands-On Experience with AI Connect | Reasoning and Critical Thinking

HIGHLIGHTS

- Let's Recap
- Fun Zone
- Notes
- AI Game
- Lab Activity
- Info Hub
- Do You Know?
- CBQ
- Tech Value
- Exercise
- Quest
- SDGs

Computer Genius!

Ver. 2.1

Windows 10 & Office 2016 & 19

CG Pro

CG Plus

CG Prime

Grades 1-8



Grades 1-8

Coding and AI – Simplified for Young Minds

DIGICODE AI

Ver. 2.1

Windows 10 & Office 2016

SYLLABUS

Using Google Apps | Computational Thinking | Kodu Game | Block-based Coding using ScratchJr, Blockly & Scratch 3.0 | Image Editing using Krita | Programming with Python | Artificial Intelligence & Robotics

HIGHLIGHTS

- Tech Set Go!
- Think Tank
- Natural Fact
- Tech Twister
- Byte Fact
- AI Game
- Tech Ready
- SDG Activity
- Info Hub





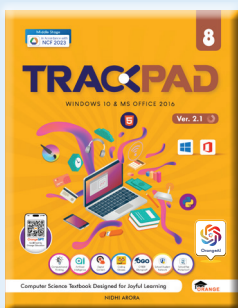
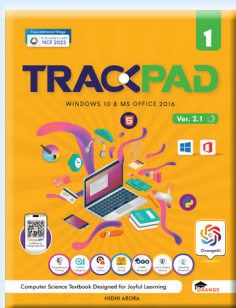
TRACKPAD

Ver. 2.1

Windows 10 & Office 2016

Designed for
Joyful Learning Experience

Grades 1-8



SYLLABUS

Drawing using Tux Paint & Paint I Animation using Pivot Animator I Computational Thinking I MIT App Inventor I Krita I Website Development Using HTML5 & CSS3 I Python I Artificial Intelligence & Robotics I Cyber Security I Data Science

HIGHLIGHTS

- Coding Zone
- Find on Google
- Video Based Question
- Think Tank
- SDG Activity
- QR Code for Answer Hint
- Natural Fact
- Pure Fact
- I Know



Grades 1-8

SYLLABUS

Paint I Block-based Coding with ScratchJr & Scratch 3.0 I Animation with Pivot Animator I Computational Thinking I Website Development using HTML5 & CSS3 I Artificial Intelligence & Robotics I Adobe Photoshop 2024

HIGHLIGHTS

- Tech Fact
- Tech Hint
- Let's Catch Up
- Tech Zone
- Let's Plug-in
- Factopedia
- Think Tank
- SDG Activity
- Natural Fact

Smart
Computer Science Textbook

TOUCHPAD

PLUS Ver. 2.2

Windows 10 & Office 2016





SYLLABUS

Block-based Coding with Scratch 3.0 | Design Webpages with HTML5 & CSS 3 | Image Editing with Photoshop | Animation with Animate | Programming with Python | Artificial Intelligence & Robotics | Algorithmic Intelligence

HIGHLIGHTS

- Fun Fact
- Hands-On
- Think Tank
- Soft Hint
- Find Out
- SDG Activity
- Word Bank
- Group Task
- Natural Fact

TOUCHPAD

PRIME Ver. 2.2

Windows 10 & Office 2016

Simplified for Young Minds

Grades 1-8



Grades 1-8

Designed for Simplified Learning

TOUCHPAD

PLAY Ver. 2.1

Windows 10 & Office 2016

SYLLABUS

Drawing with Tux Paint & Paint | Block-based Coding with ScratchJr, Scratch 3.0 | Computational Thinking | Pivot Animator | HTML5 & CSS 3 | Image Editing with GIMP | Tupi2D | Python | AI & Robotics | Google App

HIGHLIGHTS

- Tech Funda
- In the Lab
- Think Tank
- Clickipedia
- Explore More
- SDG Activity
- Hands-On
- Glossary
- Natural Fact





Workspace

Ver. 2.1

Windows 10 & Office 2016

Smart Learning Through
Coding and AI

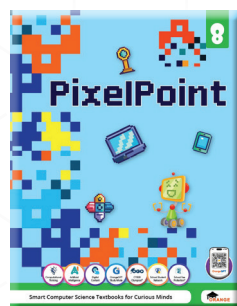
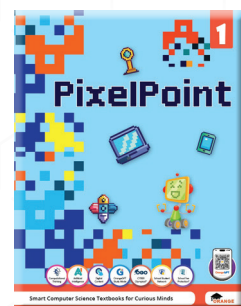
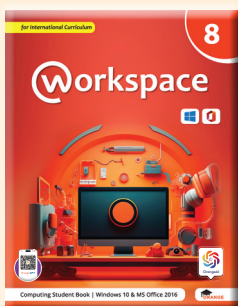
SYLLABUS

Using Google Apps | Computational Thinking | Kodu Game |
Block-based Coding using ScratchJr, Blockly & Scratch 3.0 |
Image Editing using Krita | Programming with Python |
Artificial Intelligence & Robotics

HIGHLIGHTS

- Tech Set Go!
- Think Tank
- Natural Fact
- Tech Twister
- Byte Fact
- AI Game
- Tech Ready
- SDG Activity
- Info Hub

Grades 1-8



Grades 1-8

SYLLABUS

Computer System | Network | Creating Media | Computational
Thinking | Programming | Data | Information | Digital Literacy

HIGHLIGHTS

- Visual Spark
- Check & Reflect
- Tech Trivia
- Beyond the Screen
- Tech Talk
- Try it Yourself
- Connect & Create
- Checkpoint Quiz
- Let's Explore
- Pro Tips
- Team Buzz
- Global Connect

PixelPoint

Windows and Office





SYLLABUS

Drawing with Tux Paint & Paint | Block-based Coding with Scratch 3.0 | Computational Thinking | Artificial Intelligence & Robotics | Algorithmic Intelligence | Programming with Python

HIGHLIGHTS

- Tech Funda
- Hands-On
- Clickpedia
- In the Lab



NEW

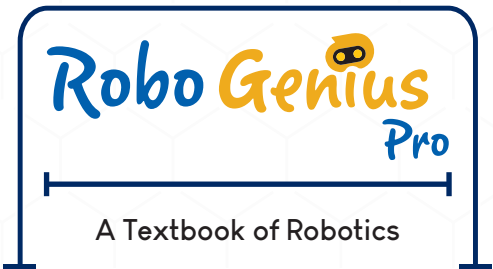
Simple Learning for Smart Minds

Grades 1-8



Grades 1-8

Think, Code, Create — Robotics for Logical Minds



SYLLABUS

Robots | AI | Circuits | Electronics | 3D Design | Smart Circuits | Sensors | Game Design | Innovation Challenge | IoT | Simulation | Data Logging

HIGHLIGHTS

- Hands-On
- Practicals
- Material List
- Activities with or without Kits
- Projects

NEW





TOUCHPAD

MODULAR Ver. 4.0

Windows 10 & Office 2019

Computer Science:
Explore, Create, Innovate

Grades 1-8



SYLLABUS

Painting with Tux Paint | Block-based Coding using ScratchJr, Scratch & Blockly | Creating Animation using Pivot Animator & Tupi 2D | Mobile Apps Development | Programming with Python | Artificial Intelligence

HIGHLIGHTS

- Tech Funda
- Keyboard Shortcuts
- Think Tank
- Clickipedia
- Latest Trends
- SDG Activity
- Hands-On
- Glossary
- Natural Fact



Grades 1-8

Computer Science
Textbook

SYLLABUS

Painting with Tux Paint | Block-based Coding using Blockly, ScratchJr & Scratch | Creating Animation using Pivot Animator & Tupi 2D | MIT App Inventor | Programming with Python | Artificial Intelligence & Robotics

HIGHLIGHTS

- Tech Funda
- Keyboard Shortcuts
- Think Tank
- Clickipedia
- Latest Trends
- SDG Activity
- Hands-On
- Glossary
- Natural Fact

TOUCHPAD

MODULAR Ver. 2.1

Windows 10 & Office 2016





SYLLABUS

Digital Literacy | Digital Health and Wellness | Cyber Safety |
Programming with Python | Digital Etiquettes |
Cyber Safety Games | Project Work

HIGHLIGHTS

- Data Vault
- Lab Activities
- Cyber Edge
- Video Session
- Cybo Life Question
- Data Scope
- Net Shield
- Hex Zone
- Natural Fact

CYBER SAFETY

Windows 10 & Office 2016

Designed for
Smart & Safe Learning

Grades 1-8



Grades 1-8

To Develop Coding Skills

TOUCHCODE

(910) Coding

SYLLABUS

CBSE Skill Education

Computational Thinking Skills | Logical and Reasoning Skills |
Critical Thinking & Data Analysis Processing |
Algorithmic Intelligence | MakeCode Arcade | Minecraft |
Programming with Python

HIGHLIGHTS

- Coding Fact
- Gamification
- Crack the Code
- Coding Quiz
- Coding Buzz Words
- Challenge
- Coding Task
- Coding Ethics
- Scoreboard



NEW



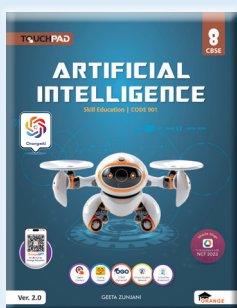
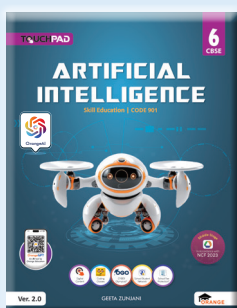
REVISED

ARTIFICIAL INTELLIGENCE

(901) Ver. 2.0

Aligned with the Latest
CBSE Curriculum

Grades 6-8



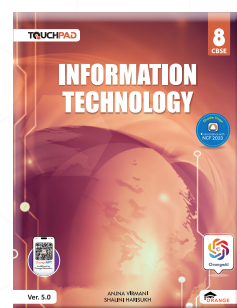
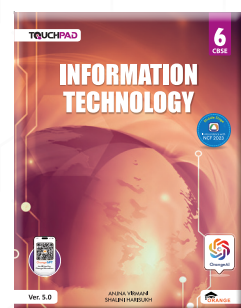
SYLLABUS

CBSE Skill Education

AI and Automation | Exploring AI Domains | Computer Vision and Its Applications | Introduction to Systems Thinking and System Map | Stages of AI Project Cycle | AI Ethics | Sustainable Development Goals

HIGHLIGHTS

- AI Reboot
- AI in Life
- AI Lab
- AI Task & AI Game
- AI Deep Thinking
- AI Glossary & AI Innovators
- AI Quiz
- AI Ready
- Brainy Fact



Grades 6-8

SYLLABUS

Windows 11 | Fundamentals of Computer I
Algorithm & Flowchart | Scratch 3.0 | Cyber Security I
Project Work

HIGHLIGHTS

- Code Clues
- SDG Activity
- Natural Fact
- Tech Trivia
- Digital Drills
- Quick Quip
- Boost Bits
- Think Tank
- Teachers' Turf

Aligned with the Latest
CBSE Curriculum

INFORMATION TECHNOLOGY

Ver. 5.0

Windows 11



TRACKPAD | PLUS | PRIME |
PLAY | MODULAR | iPRIME

Ver. 1.0

Windows 7 & Office 2010

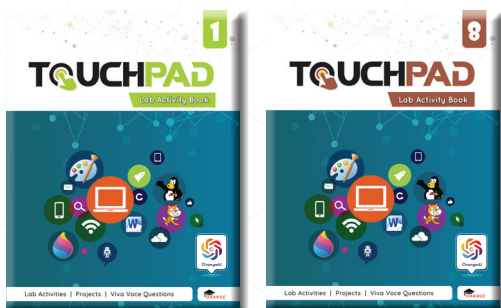
Grades 1-8

SYLLABUS

Drawing with Paint & Tux Paint | Block-based Coding with Scratch 2.0 | Design Webpages with HTML5 & CSS 3 | Image Editing with Photoshop | Animation with Flash CS6 | Python | Programming with BASIC-256 | Artificial Intelligence & Robotics

HIGHLIGHTS

- Tech Funda
- Hands-On
- Artificial Intelligence
- Find on Google
- Clickipedia
- Tech Update
- Speech Drill
- Career Here
- Video Based Question
- Robotics
- Coding Zone
- Comp Caution

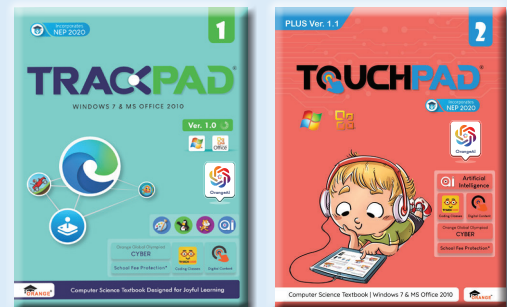


Grades 1-8

Practice Today,
Master Tomorrow!

TOUCHPAD

Lab Activity Books



SYLLABUS

Drawing with Tux Paint, Paint & Pivot Animator | Block-based Coding using Scratch 3.0 | Design Webpages with HTML | Programming with Python

HIGHLIGHTS

- Activity
- Viva Voce
- Project Work
- Hints



Play Gujarati

Modular Gujarati



Drawing with Tux Paint & Paint I Block-based Coding using Scratch 2.0 I Programming with BASIC-256 & Python I Artificial Intelligence & Robotics I Design Webpages with HTML

SYLLABUS

HIGHLIGHTS

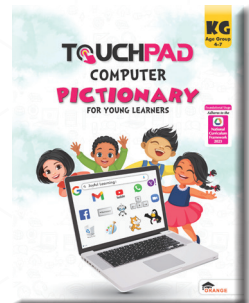
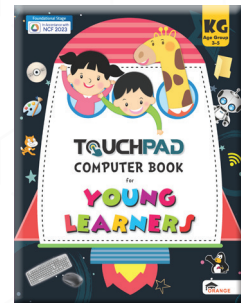
- Tech Funda
- In the Lab

- Clickipedia
- Explore More

- Hands-On
- Glossary

Play Hindi

Play Marathi



Young Learners
Age group 3-5

Pictionary
Age group 4-7

SYLLABUS

Contain Trending Computer Related Words I Basic Concepts of AI I Information About Famous Computer Personality I Computational Thinking I Ways to Handle the Computer Cautiously

HIGHLIGHTS

- Fun Activity
- Computer Picture Dictionary
- Letter Tracing
- Artificial Intelligence
- Computer Alphabet Book
- Practice Worksheet
- Word Tracing
- Computer- Do's and Don'ts



SYLLABUS

CBSE Skill Education

Employability Skills | IT-ITeS Industry | Data Entry and Keyboarding | Digital Documentation | Digital Presentation | Electronic Spreadsheet | DBMS | Healthy, Safe and Secure Working Environment

HIGHLIGHTS

- Do You Know?
- Sneak Peek
- Lab Assignment 'N Activity
- Previous Year Questions with Answers
- Notes
- Projects
- Glossary
- Activity

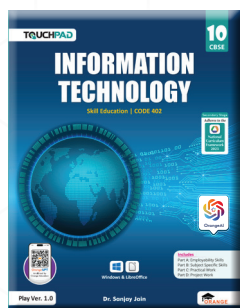
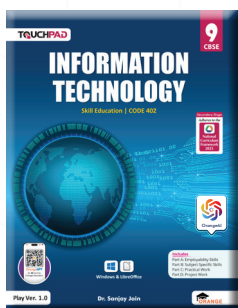
INFORMATION TECHNOLOGY

(402) Ver. 4.0

Windows 10 & LibreOffice

Aligned with the Latest
CBSE Curriculum

Grades 9 & 10



Grades 9 & 10

Aligned with the Latest
CBSE Curriculum

IT - PLAY

(402) Ver. 1.0

Windows 10 & LibreOffice

SYLLABUS

CBSE Skill Education

Employability Skills | IT-ITeS Industry | Data Entry and Keyboarding | Digital Documentation | Digital Presentation | Electronic Spreadsheet | DBMS | Healthy, Safe and Secure Working Environment

HIGHLIGHTS

- Activity
- Practical Work
- Project Work



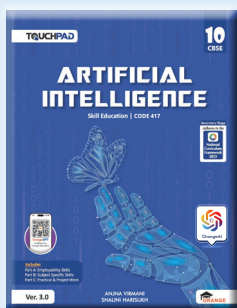
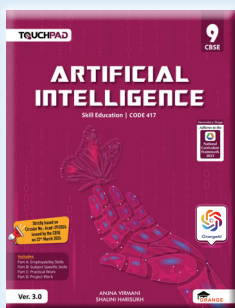


ARTIFICIAL INTELLIGENCE

(417) Ver. 3.0

Aligned with the Latest
CBSE Curriculum

Grades 9 & 10



SYLLABUS

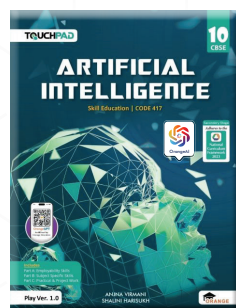
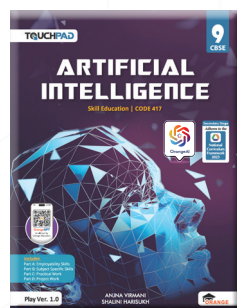
CBSE Skill Education

Employability Skills | AI Reflection, Project Cycle and Ethics |
Data Literacy | Maths for AI | Generative AI | Python | Advanced
Concepts of Modeling in AI | Evaluating Models | Statistical Data |
Computer Vision | Natural Language Processing

HIGHLIGHTS

- AI Reboot
- AI in Life
- AI Lab
- Ice-Breaker Activity
- AI Task
- AI Deep Thinking
- AI Glossary & AI Innovators
- AI Game
- AI Ready

Grades 9 & 10



SYLLABUS

CBSE Skill Education

Employability Skills | AI Reflection, Project Cycle and Ethics |
Data Literacy | Maths for AI | Generative AI | Python | Advanced
Concepts of Modeling in AI | Evaluating Models | Statistical Data |
Computer Vision | Natural Language Processing

HIGHLIGHTS

- AI Reboot
- AI in Life
- AI Lab
- AI Task
- AI Deep Thinking
- AI Glossary
- AI Game
- AI Ready

Aligned with the Latest
CBSE Curriculum

AI - PLAY

(417) Ver. 1.0





SYLLABUS CBSE Skill Education

Employability Skills | IT-ITeS Industry | Data Entry and Keyboarding | Digital Documentation | Digital Presentation | Electronic Spreadsheet | DBMS | Healthy, Safe and Secure Working Environment

HIGHLIGHTS

- Quiz Bee
- Find on Google
- Info Mail
- Video Based Question
- Career Here

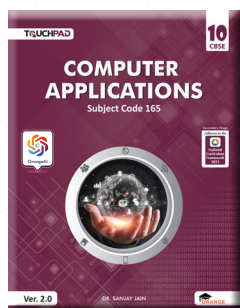
INFORMATION TECHNOLOGY

(402) Ver. 1.0

Windows 11 & LibreOffice

Aligned with the Latest
CBSE Curriculum

Grades 9 & 10



Grades 9 & 10

Aligned with the Latest
CBSE Curriculum

COMPUTER APPLICATIONS

(165) Ver. 2.0

SYLLABUS CBSE Skill Education

Basics of Information Technology | Cyber Safety | Word Processor | Presentation | Spreadsheet | Data Analysis | Networking | HTML | CSS | Cyber Ethics

HIGHLIGHTS

- Do You Know?
- Projects
- Practical Work
- CBSE Sample Question Paper
- Notes
- Glossary
- Application Based Questions
- Lab Assignment & Activity
- Case Based MCQ





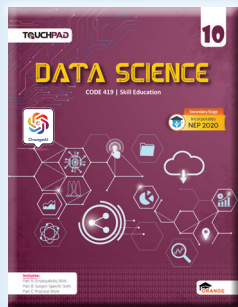
DATA SCIENCE

Aligned with the Latest
CBSE Curriculum

Grade 8 (911)

Grades 9 & 10 (419)

Grade 11 (844)



SYLLABUS

CBSE Skill Education

Communication Skills | Self Management Skills | ICT Skills |
Entrepreneurial Skills | Green Skills | Data Visualizations | Ethics |
Data Merging | RStudio | R

HIGHLIGHTS

- Do You Know?
- Projects
- Higher Order Thinking Skills
- Activity
- Glossary
- Applied Project



HTML5 & CSS3

C++

Computer Science
Textbook

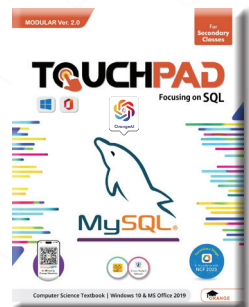
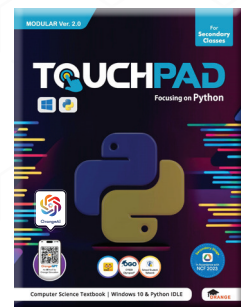
Secondary Classes

SYLLABUS

HTML5 | CSS3 | Python | MySQL | App Development |
Ethics and Safety Measures in Computing | Web Publishing

HIGHLIGHTS

- Tech Funda
- Keyboard Shortcuts
- In the Lab
- OGO Cyber Sample Questions
- Clickipedia
- Hands-On
- Project Work
- Explore More
- Glossary



Python

MySQL



TOUCHPAD
MODULAR Ver. 2.0



SYLLABUS

Computer System and Organisation | Computational Thinking and Programming | Society, Law and Ethics | Python Programming | Computer Network | Database Management

HIGHLIGHTS

- Quick Shot
- Coding Task
- Case-based Questions
- Previous Year Questions
- Quick Quiz
- Key Points
- Solved & Unsolved Exercise
- Assertion Reasoning-based Questions

Computer Science

(O83)

Focus on
Modularity & Documentation

Aligned with the Latest
CBSE Curriculum

Grades 11 & 12



Grades 11 & 12

Aligned with the Latest
CBSE Curriculum

Informatics Practices

(O65)

Focus on Documentation

SYLLABUS

Computer System | Python | Database concepts | Structured Query Language | Emerging Trends | Programming Practical | Data Handling using Pandas | Computer Networks | Social Impacts

HIGHLIGHTS

- Quick Shorts
- Key Points
- Solved & Unsolved Exercise
- Assertion Reasoning-based Questions
- Quick Quizzes
- Coding Tasks
- Case-based Questions
- Previous Year Questions



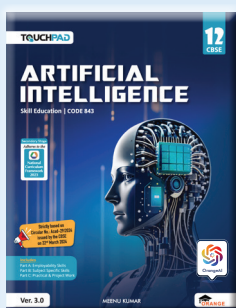
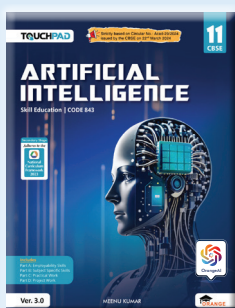


ARTIFICIAL INTELLIGENCE

(843) Ver. 3.0

Aligned with the Latest
CBSE Curriculum

Grades 11 & 12



SYLLABUS

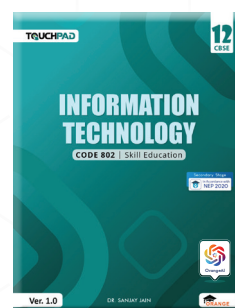
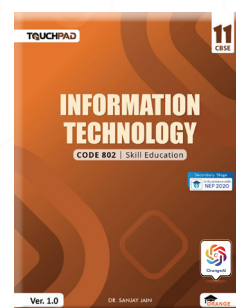
CBSE Skill Education

Employability Skills | AI Reflection, Project Cycle and Ethics | Data Literacy | Maths for AI | Generative AI | Python | Advanced Concepts of Modeling in AI | Evaluating Models | Statistical Data | Computer Vision | Natural Language Processing

HIGHLIGHTS

- AI Reboot
- AI in Life
- AI Lab
- Ice-Breaker Activity
- AI Task
- AI Deep Thinking
- AI Glossary & AI Innovators
- AI Game
- AI Ready

Grades 11 & 12



SYLLABUS

CBSE Skill Education

Employability Skills | Computer Organisation | Networking and Internet | Office Automation Tools | RDBMS | Java | Operating Web-Based Applications | Work-Integrated Learning IT-DMA

HIGHLIGHTS

- Do You Know?
- Projects
- Notes
- Glossary
- Lab Assignment & Activity

Aligned with the Latest
CBSE Curriculum

INFORMATION TECHNOLOGY

(802) Ver. 1.0





SYLLABUS CBSE Skill Education

Communication Skills | Self-Management Skills | ICT Skills | Entrepreneurial Skills | Green Skills | Networking | HTML & CSS | Javascript | Multimedia Design Using GIMP | Emerging Trends | Canva | Adobe Express | Cyber Safety & Security

HIGHLIGHTS

- Do You Know? → Notes → Lab Assignment & Activity
- Projects → Glossary → Practical Work
- Sample Question Paper



Aligned with the Latest
CBSE Curriculum

Grades 11 & 12



Grades 11 & 12

Aligned with the Latest
CBSE Curriculum



SYLLABUS CBSE Skill Education

Employability Skills | Design Thinking and Innovation | Publication and Information Design | Canva | Design for Product | Introduction to Indian Knowledge System | Design for Personal, Public and Social Spaces

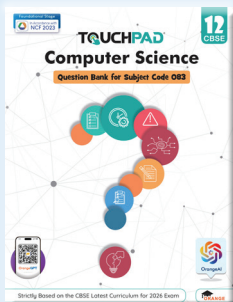
HIGHLIGHTS

- Learning Objectives → SDG Activity → DT Task
- Did You Know? → App Byte → Video Session
- Chapter Recall → DT Task Game Time → Lab Activity
- Case Study → Solved and Unsolved Questions

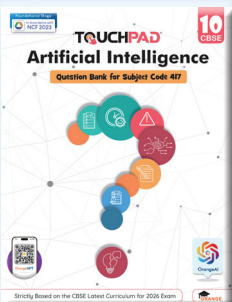


NEW

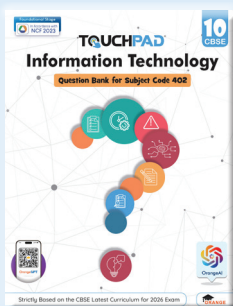
Computer Science



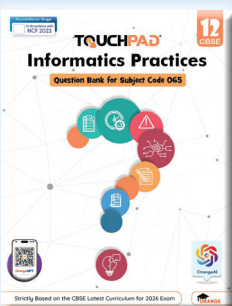
Artificial Intelligence



Information Technology



Informatics Practices

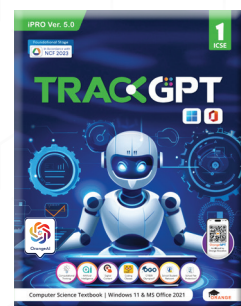


SYLLABUS

Questions are based on the revised pattern issued by CBSE.

HIGHLIGHTS

- Quick Revision Notes
- Mind Maps
- NCERT Exercise Solutions
- Short and Long Answer Questions
- Solved & Unsolved Practice Papers
- Common Errors with Solutions
- Case Based Questions
- From the Experts



Grades 1-8

Computer Science Textbook

TRACKGPT

iPRO Ver. 5.0

Windows 11 & Office 2021

SYLLABUS

Block-based Coding using Scratch 3.0 | MIT App Inventor |
Website Development using HTML5 & CSS 3 | Java Programming
with BlueJ DBMSI Networking | Cloud Computing | Cyber Safety |
AI & Robotics

HIGHLIGHTS

- Code Clues
- QR Code
- Digital Drills
- Tech Trivia
- Boost Bits
- Think Tank
- Higher Order Thinking Skills
- SDG Activity
- Natural Fact





SYLLABUS With Glimpses of Windows 11

Block-based Coding using Scratch 3.0 | MIT App Inventor |
Website Development using HTML5 & CSS 3 |
Java Programming with BlueJ | Computational Thinking |
AI & Robotics | Cyber Security

HIGHLIGHTS

- Tech Funda
- Hands-On
- Higher Order Thinking Skills
- Glossary
- Clickipedia
- Tech Update
- Comp Caution
- SDG Activity
- Think Tank

TRACKPAD

iPRO Ver. 4.1

Windows 10 & Office 2019

Mastering Essential
Computer Science Skills

Grades 1-8



Grades 1-8

With Glimpses of
Windows 11

TOUCHPAD

iPLUS Ver. 2.1

Windows 10 & Office 2016

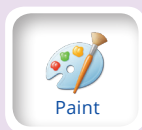
SYLLABUS

Block-based Coding using Scratch 3.0 | MIT App Inventor |
Website Development using HTML5 & CSS 3 | Java Programming
with BlueJ | Cyber Security | Cloud Computing |
Artificial Intelligence | Computational Thinking

HIGHLIGHTS

- Quick Byte
- Crack the Code
- SDG Activity
- Info Byte
- IT Buzz Words
- Think Tank
- Be Creative
- Life Skills and Values
- Higher Order Thinking Skills





TOUCHPAD

iPRIME Ver. 2.2

Windows 10 & Office 2016

With Glimpses of
Windows 11

Grades 1-8

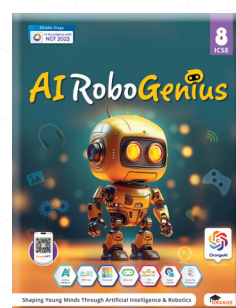


SYLLABUS

Block-based Coding using Scratch 3.0 | MIT App Inventor |
Website Development using HTML5 & CSS 3 | Java Programming
with BlueJ | Tux Paint | AI & Robotics

HIGHLIGHTS

- Tech Funda
- AI & Robotics
- Glossary
- Crack the Code
- Clipipedia
- SDG Activity
- Higher Order Thinking Skills
- Speech Drill
- Hands-On
- Think Tank



Grades 1-8

SYLLABUS

Robots | AI | Circuits | Electronics | 3D Design | Smart Circuits |
Sensors | Game Design | Innovation Challenge | IoT | Simulation |
Data Logging

HIGHLIGHTS

- Hands-On
- Practicals
- Material List
- Activities with or without Kits
- Projects

Shaping Young Minds
Through AI and Robotics

AI Robo Genius

ICSE AI & ROBOTICS





SYLLABUS

Drawing with Tux Paint & Paint | Block-based Coding with Scratch 3.0 | Design Webpages with HTML | Java Programming with BlueJ

HIGHLIGHTS

- Activity
- Project Work
- Viva Voce

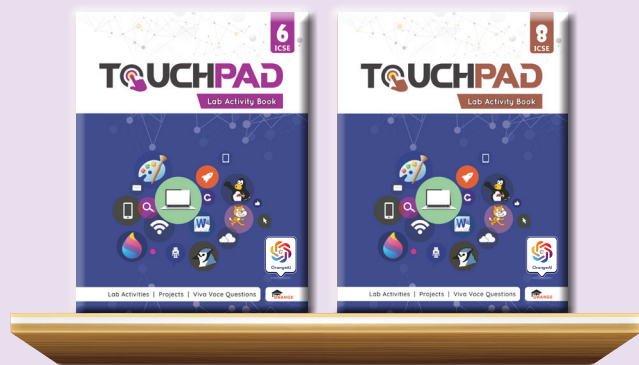


Hands-On Learning for Bright Minds

Grades 6-8



Grades 9 & 10



Aligned with the Latest ICSE Curriculum

SYLLABUS

Object-Oriented Programming | BlueJ | Computing and Ethics

HIGHLIGHTS

- Definition
- Notes
- Some More Programs
- Most Common Programming Mistakes
- Project
- Previous Years' Questions
- Glossary
- Internal Assessment

COMPUTER APPLICATIONS
(086) Ver. 2.0
With BlueJ (Java)





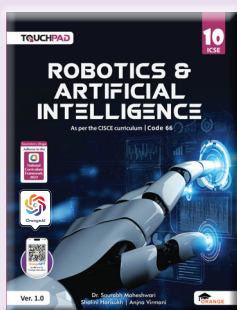
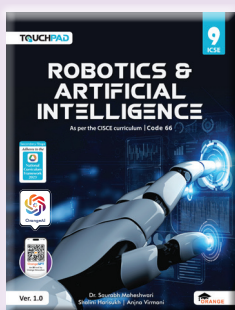
ROBOTICS & AI

(66) Ver. 1.0

Windows 10 & Office 2016

Aligned with the Latest
ICSE Curriculum

Grades 9 & 10

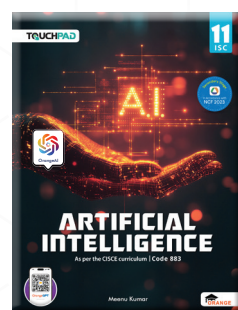


SYLLABUS

Concepts of Robotics | Artificial Intelligence | Programming with Python | AI Concepts and AI framework | From Robots to Cobots | Machine Intelligence and Cybersecurity in Computing

HIGHLIGHTS

- Brainy Fact
- Reboot
- AI Innovators
- Game
- Quiz
- Glossary
- Task
- Deep Thinking



Grade 11

SYLLABUS

Robots Senses | Power of AI in Robotics | Project Cycle and Ethics | Data Literacy | Maths for AI | Generative AI | Python | Advanced Concepts of Modeling in AI | Evaluating Models | Statistical Data | CV | NLP | Robot Kinematics | Planner Mechanisms

HIGHLIGHTS

- Brainy Facts
- AI in Life
- Lab
- Task
- AI Deep Thinking
- Robotic Stories
- AI Game
- Ready
- Ice-Breaker Activity

Aligned with the Latest
ISC Curriculum

ROBOTICS
ARTIFICIAL
INTELLIGENCE





SYLLABUS

Object-Oriented Programming | BlueJ | Computing and Ethical Issues | Algorithms | Computational Complexity

HIGHLIGHTS

- Definition
- Some More Programs
- Previous Years' Questions
- Internal Assessment
- Most Common Programming Mistakes
- Notes
- Keyboard Shortcuts
- Glossary
- Sample Project

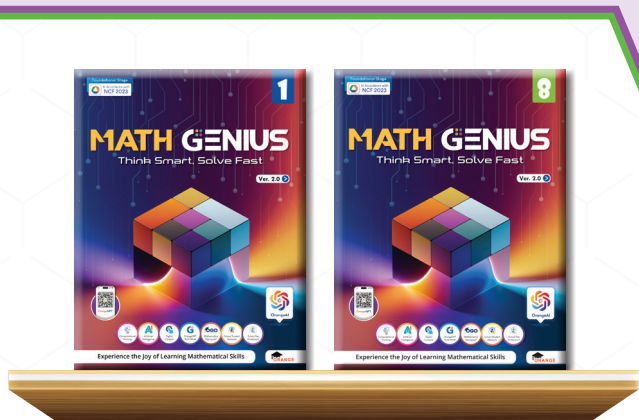
Computer Science

(868) Ver. 2.0

With BlueJ (Java)

Aligned with the Latest
ISC Curriculum

Grades 11 & 12



Grades 1-8

Think Smart,
Solve Fast!

MATH GENIUS

Ver. 2.0

SYLLABUS Based on Latest NCERT Syllabus

Number System | Operations on Numbers | Basic Geometry | Symmetry and Patterns | Maps and Positioning | Measurements | Time and Money | Data Handling

HIGHLIGHTS

- Get Ready!
- Mental Maths
- Activity
- Maths Talk
- Teacher's Tip
- Fast Check!
- Maths Connect
- Maths Fun
- Gamified Learning
- Think Tank
- Project
- Get it Right!
- Puzzle
- Knowledge Desk
- Challenge Question



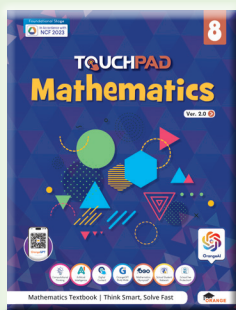
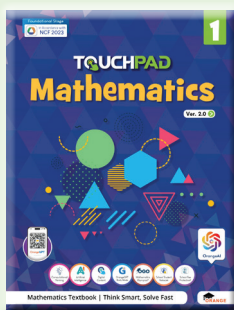


TOUCHPAD Mathematics

Ver. 1.0

Maths that
Grows with You!

Grades 1-8

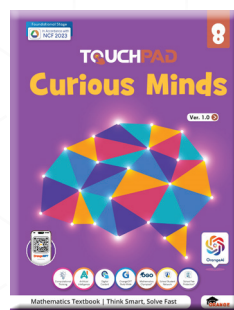
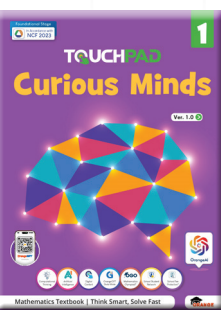


SYLLABUS Based on Latest NCERT Syllabus

Number Systems | Operations on Numbers | Basic Geometry |
Symmetry and Patterns | Map and Positioning |
Unit Measurements | Time and Money | Data Handling

HIGHLIGHTS

- Warm Up!
- Mental Maths
- Math lab Activity
- Tips/Remember
- HOTS
- Project/Puzzle
- Challenge Questions
- Fun Activity
- Pinch of History



Grades 1-8

SYLLABUS Based on Latest NCERT Syllabus

Number Systems | Operations on Numbers | Basic Geometry |
Symmetry and Patterns | Map and Positioning |
Unit Measurements | Time and Money | Data Handling

HIGHLIGHTS

- Picture-Based Questions
- Reading Map
- Match the Columns
- Crossword Fun
- In and Out

TOUCHPAD Curious Minds

Ver. 1.0

Think Smart,
Solve Fast!

NEW



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The books follow the principles of curriculum, values, and discipline while promoting inclusion and real-life context. They use clear language, creative pedagogy, and technology to make learning joyful. The presentation is engaging, supporting every child's meaningful learning.

21st CENTURY SKILLS

Learning Skills (4Cs)

- Critical Thinking
- Creativity
- Communication
- Collaboration



Literacy Skills (IMT)

- Information Literacy
- Media Literacy
- Technology Literacy



Life Skills (FLIPS)

- Flexibility
- Leadership & Responsibility
- Initiative
- Productivity & Accountability
- Social Interaction



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|-------------------------------------|-------------------------------|
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| → MIT App Inventor | → Stress Management |
| → Scratch Jr/Scratch 3.0 | → Classroom Management |
| → Artificial Intelligence | → NEP 2020 & NCF-SE 2023 |
| → Gamification in Learning | → Indian Knowledge System |
| → Adobe Animate/Filmora | → High-Impact Teaching Skills |
| → GIMP/Krita/Photoshop | → MakeCode Arcade |
| → Computational Thinking & Coding | → Maths Activities |
| → Online Ethics and Safety Measures | → Playing With Maths |
| → Google Blockly/Kodu Game | → System of Numeration |

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Our Esteemed Authors

Dr Naveen Kumar

Department of Computer Science, University of Delhi, New Delhi

Sanjay Jain

Master Trainer under MICA for CBSE, Ranchi, Jharkhand

Meenu Kumar

Venkateshwar International School, Dwarka, New Delhi

Partha Saha/Satarupa Dasgupta

St. Xavier's Institution, Panihati, Kolkata, West Bengal

Sourabh Maheshwari

Educationist, International Trainer & Edupreneur, Jaipur, Rajasthan

Shalini Harisukh/Anjna Virmani

Delhi Public School, R K Puram, New Delhi

Nidhi Arora

Delhi Public School, Haridwar, Uttarakhand

Bhavna Jhunjunwala

Founder at CodeW/Floppy & CodeSquad, Mumbai, Maharashtra

Anuja Mittal

Sanskriti School, Chanakyapuri, New Delhi

Bhawna Sharma

CS, Masters in Finance, LLB, Jaipur, Rajasthan

Geeta Zunjani

Delhi Public School, Bhilai, Chhattisgarh

Dr Rajesh Kumar Thakur

Asst. Professor, SCERT, Daryaganj, New Delhi

Manjeet Singh

MA, B.Ed., Mehrauli, New Delhi



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9 DARYAGANJ, NEW DELHI-110002 (INDIA)

011-43776600  +918588814859

INFO@ORANGEEDUCATION.IN

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