Lesson Plan Computer Session (2023-2024)

class 1

April

No. of teaching days= 19

Topic: Natural and man-made things

No. of days required to complete the topic: 3

 L-1 Natural and man-made things

Learning Outcomes

1) Knowledge Objective:

Students will be able to identify natural and man-made things.

2) Understanding objective:

Students will able to distinguish between natural and man-made things and also differentiate between things and machines.

3) Application objective:

Students will understand about different types of machines

4) Skill Objective:

Students will be able to list the benefits of machine.

Previous Knowledge Testing

Students will be asked about: what are machines? What is computer?

Have they seen computer anywhere? What are the major parts of computer?

Teaching aide: Chalk, Duster, Board, Books Computer lab.

Pedagogical Strategies:

The teacher will explain natural and man-made things and what is the difference between them and also differentiate between things machines and describe different types of machines and list the

benefits of machines. Lesson will be read by students. New words will be underlined.

Experential Learning:

The students will be given activity: Name the

machines and paste their picture that you use in our daily life to do

Certain task on A4 or coloured sheets.

Art Integration

with the help of teacher, The students take a round of our school. and find out the names of the different machines that help you to any task in the school. The students will get know practically about natural and Man-made things and about. manual and automatic machines.

Interdisciplinary Linkages and infusion of Life skills

Students will be able to know about that What are the benefits of machine and the types of machine and also they and differentiate between things machines. Students also learn that how some machines are used in our daily life like we use a fridge to store food and drinks, we use washing machine to wash our clothes, we use mixer to mix and grind, we watch many programs, cartoons and games on a T.V .

Recapitulation → will be done. Oral revision will be given.

Resources including ICT (Information and Communication Technology)→

eBooks, Books.

Internet: https:// youtube 16A - PAM0244 https:// youtube / tuG Nu 8 zr 570

Assessment Items :

To check the conceptual clarity of various types of assessments will be done.

Exercises in the computer book will be done.

Feedback and Remedial Teaching:

Students will be asked to learn, different Uses of computer and different type of computer in computer lab practically.

Inclusive Practices and Full Participation without discrimination.

* Reading Books.

* Watching videos Collaboration.

* Group Discussion.

May

No. of teaching days= 25

Topic: Computer: A machine

No. of days required to complete the topic: 4

L-2 Computer: A Machine

Learning Outcomes

1) Knowledge Objective: Students will be able to learn about definition of computer.

2) Understanding objective: Students will be able to learn the features of computer.

3) Application Objective: Students will be able to learn that what tasks that can be done on a computer.

4) Skill objective: Students will be able to learn about that what we can do on a computer.

Previous knowledge Testing: Students will be asked that computer is a machine or man-made thing, and it is an automatic machine or manual machine.

Teaching aids: Chalk, Duster board, Books, computer lab.

Pedagogical Strategies:

The teacher will explain about the definition of computer and list the features of computer and also explain about the tasks that can be done. on a computer and also explain about different computers that are commonly used new a days. [c. Desktop Computer, laptop and smartphone and explain about portable computers.

<u>Experential Learning:</u>

The students will be given a activity of draw and colour a computer and a laptop and distinguish between them as laptop is portable laptop is portable computer but desktop computer is not.

<u>Art Integration:</u>

With the help of teacher, the students go to the computer laboratory and count how many computers are there and also notice. other machines like laptop, printer, and smartphone in computer laboratory and try to guess their names and also ask their Uses from them.

<u>Interdisciplinary Linkages and infusion of Life skills:</u>

Students will able to learn definition of computer and What are the features of computer and also learn about the tasks that can be done on a computer like playing games, doing calculations, typing stories, drawing and colouring pictures and listening to music. They also learn about different types of computers that are used now commonly used like desktop computer, laptop, and smartphone and also they learn about portable computer.

<u>Recapitulation:</u> will be done. Oral revision will be given.

<u>Resources including ICT (Information and communication Technology)</u>

eBook, book.

-internet →
https://www.youtube.com/watch?v=jj7xwtePkmw&pp=ygUSY29tcHV0ZXIgYSBtYWNoaW5l

<u>Assessment Items:</u> To check the conceptual clarity various types of assessments be done.

Exercises in the computer book will be done.

<u>Feedback and Remedial Teaching:</u>

Students will be asked to learn different uses or tasks that can be ons, perform on computer and different sing types of computer that are commonly used now a days practically.

Inclusive Practices and full participation without discrimination:

* Reading Books

* Watching videos

* Collaboration

* Group Discussion.

July

No. of Teaching days: 18

Topic: Uses of & computer

No. of days required to complete the topic: 2

L-3 Uses of a computer

Learning Outcomes

1) knowledge: Students will be able to Computer learn about different uses of a computer.

2) Understanding objections: Students will be able to learn different computer programmes used for different purposes.

3) Application objective: Students will learn how it is used on computer, how stories typed on computer.

4) skill objective: Students will be able to learn about what we can do on a computer.

Previous knowledge testing

Students will be asked to about what tasks they can perform in computer.

Teaching aids: Chalk, Duster, Board, Books computer lab.

Pedagogical Strategies

Teacher will explain about computer is an intelligent machine. It helps us to do tasks with high speed and great accuracy. We can play games, watch cartoons and movies, listen to music, type stories and letters, draw and Paint, doing calculations, chatting with friends using Facebook, messengers and Snapchat and Whats App also make video calls.

<u>Experential Learning:</u> The students will be given an activity of observing the uses of a computer and draw one use of computer and colour it on A4 size sheet.

<u>Art Integration</u>: with the help of teacher, the students will identify the activity and write one sentence about that activity and also discuss about some places where they have seen computers being used.

<u>Interdisciplinary Linkages and infusion of Life skills:</u>

Students will be able to learn that computer is an intelligent, and it helps us to do many tasks with high speed and great accuracy. They learn that a monitor is a computer that displays visuals. Students can do many things on a computer such as play games, Watch movies, listen to music, draw and colour pictures.

<u>Recapitulation:</u> will be done. Oral revision will be given.

<u>Resources including ICT information and communication Technology)</u>

eBook, Book

internet: https://www.youtube.com/watch?v=pJf9bx8rH94 `

<u>Assessment Items:</u> To check the conceptual clarity various types of assessments will be done.

Exercises in the computer Book will be done.

<u>Feedback and Remedial Teaching:</u>

Students will be tasked What are the various uses of computer and show them practically in computer lab how the computer is used for different purposes.

<u>Inclusive Practices and full participation without discrimination:</u>

* Reading Books

* Watching Videos

* Collaboration

* Group Discussion

August

No. of teaching days: 24

Topic: Main parts of a computer

No. of days required to complete the topic: 4

L-4 Main parts of a computer

Learning Outcomes

1) knowledge Objective: Students will be able to learn about the main parts of computer.

2) Understanding objective: Students will be able to learn about the functions of the different parts of a computer.

3) Application Objective: Students will be able to learn that how each part of a computer works practically.

4) skill objective: Students will be able to learn about that a computer can perform many tasks at a time.

Previous knowledge Testing.

Students will be asked about different uses of computer and name some computer programs.

Teaching aids: Chalk Duster, Board, Books, Computer lab.

Pedagogical Strategies

Teacher will explain about the main parts of a computer. They also learn that a computer can perform many tasks at a time. A Computer has many parts they help the computer to perform all the tasks. They also learn the functions of different parts of a computer.

Experential learning: Students will be given an activity of collect or draw the pictures of the main parts of computer and colour it and name them on A4 sheet.

Art Integration:

with the help of teacher, the students visit the computer Laboratory and count the number of computers and also try to hold the mouse

and press key on the keyboard and also discuss the functions of the main parts of a computer and also recognise them.

Interdisciplinary Linkages and infusion of Life Skills

students will able to learn about the main parts of a computer i.e. Monitor, CPU, Mouse, Keyboard. These parts of a computer work together to complete all the tasks. Each part has a specific function in the working of a computer. Computer can perform many tasks at a time. They also learn What is the difference between LCD monitor and CRT monitor.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT/ information and communication Technology)

eBook, Book.

Internet: https://www.youtube.com/watch?v=zh10mJEOjJ4

Assessment Items:

To check the conceptual clarity various types of assessments will be done.

Exercises in the computer book will be done.

Feedback and Remedial Testing

Students in the Computer lab will be asked what are the main parts of computer, name them and show them.

Inclusive Practices and full participation without discrimination:
*Reading Books

* Watching Videos

* collaboration

* Group Discussion

September

No. of Teaching Days : 23

Revision of whole syllabus of term 1.

October

No. of teaching days:22

class 1

Topic: Other Parts of a computer

No. of days required to complete the topic:4

L-5 Other Parts of A computer

Learning Outcomes

1) Knowledge Objective: Students will be able to learn some other parts of a computer.

2) Understanding Objective: Students will be able to learn the functions of the other parts of a computer.

3) Application Objective: Students will be able to learn that how other hardware devices are in use in real life.

4) Skill objective: Students will be able to Learn that how other parts are used.

Previous knowledge Testing

Students will be asked about major parts of a computer and their functions.

Teaching aids: Chalk, duster, Board, Books, computer Lab.

Pedagogical Strategies:

Teacher will explain about other parts of a computer like UPS, Printer, speakers, Headphones, micro- phone etc. But these are optional devices. They will learn their functions also. They also learn the concept of soft copy and hard copy.

Experiential Learning

 Student will be given an activity of collect pictures of or draw pictures of different parts of Computer on A4 sheet paper.

Art Integration:

with the help of teacher, the students visit the computer lab and count different parts of a computer other than the main parts and

also the teacher will show the difference between I hard copy and soft copy with the help of printer.

Interdisciplinary Linkages and infusion of Life Skills:

Students will be able to learn about different parts of a computer other than main parts. They also learn its functions. They are optional devices. They also learn the task which is displayed on the monitor is called soft copy output. Printed papers are called printouts or hard copy. They also learn about UPS (Uninterruptible Power supply). It is a source of electricity. During Power cuts, a UPS keeps the computer ON for some time.

Recapitulation: will be done. Oral revision will be given.

Resources including ICI (information and communication Technology)

Book, eBook

Internet: https://www.youtube.com/watch?v=zh10mJEOjJ4

Assessment Items: To check the conceptual clarity various types of assessments will be done.

Exercises in the computer Book will be done.

Feedback and Remedial Testing

Students will be asked in the computer lab about other parts like printer and show them the difference between hard copy and soft copy.

Inclusive Practices and Full Participation without discrimination.

* Reading Books.

* Watching videos

*Collaboration

* Group discussion

November

No. of teaching days: 21

Topic: Meet the Keyboard

No. of days required to complete the topic: 4

 L-6 MEET THE KEYBOARD

Learning Outcomes

1) knowledge objective: Students will be able to learn about Keyboard.

2) Understanding Objective: Students will able learn the list of different types of keyboards.

3) Application objective: Students will be able to learn about the functions of some important keys on a keyboard.

4) skill objective:

Students will be able to learn about the different keys on a keyboard.

Previous knowledge Testing

Students will be asked about the other parts of a computer. like. UPS, Printer, speakers, microphone.

Teaching aids: chalk, duster, board, Books, computer lab.

Pedagogical Strategies

Teacher will explain about the keyboard i.e., Keyboard is a part of a computer that allows you type text. Keyboards come in different shapes and sizes. The most popular Keyboard are QWERTY and multimedia. Multimedia has 104 main keys and some additional

Keys. Teacher will explain about different types of Keys i.e., Alphabet Keys, Number keys, Enter Keys, Backspace Keys, Allow Keys, Space Bar Keys.

Experiential Learning: The students will be given an activity with the help of elder, cut 36 Squares from cardstock papers. Draw alphabet and number keys on the cut out and paste them in A4 sheet.

Also circle the alphabet keys on a keyboard and colour the numeric keys.

Art Integration

with the help of teacher, the student will type your name, age and grade in Notepad. Also, the use of students will learn the use of enter key, Backspace key, space bar key.

Interdisciplinary Linkages and infusion of Life skills.

Student will be able to learn that keyboard is one of the main parts of a computer. It is most commonly used input device. Keyboard come in different shapes and sizes. The most popular keyboards are QWERTY and multimedia. A standary QWERTY Keyboard has 104 keys on it. Multimedia keyboards have main 104 keys and some additional Keys. It has 26 alphabet Keys. It has 10 number keys. some special Keys like enter key, Backspace key, snow keys, spacebar keys and arrow Keys.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT (Information and Communication Technology)

eBook, Book

 internet: https://keyboardtester.io/types-of-keyboards

Assessment Items:

To check the conceptual clarity various types of assessments will be done.

Feedback and Remedial Testing

Students in the computer lab (slow learners) will learn the working of keyboard by typing in notepad and I how enter key, Spacebar key, backspace will work.

Inclusive Practices and full participation without discrimination

* Reading Books

* Watching videos

*Collaboration

*Group discussion.

December

No. of teaching days:19

Topic: know the mouse

Class: 1

No. of days required to complete the topic: 3

L-7 KNOW THE MOUSE

Learning Outcomes

1) Knowledge objective: Students will be able to learn about a mouse.

2) Understanding objective: Students will be able to learn the activities which we can do with a mouse.

(3) Application objective: Students will be able to learn the names of different mouse buttons and define a mouse pointer.

 4) Skill objective: Students will be able to learn how to hold, click and drag a mouse.

Previous knowledge Testing

Students will be asked about the different keys of keyboard and their functions.

Teaching aids: chalk, duster, Board, Books, Computer lab.

Pedagogical Strategies:

Teacher will explain about the mouse and also list the activities that we can do with a mouse and also label the names of different mouse buttons. Students will that like a Keyboard, a mouse is another main part of the computer. Teacher will explain the small arrow on the computer screen is called mouse pointer and also list the steps to hold, click and drag a mouse.

Experiential Learning:

Students will be given an activity of collect two sets of pictures of different actions of mouse such as click, double click, right click and drag and drop and paste them on A4 sheet.

Art integrations:

with the help of teacher, the students will visit the computer lab and they will hold the mouse in a correct way and bring the mouse pointer on Start button and click and then click on the Calculator icon and click on numbers 1 to 10 and then click the close button.

Interdisciplinary Linkages and infusion of Life skills

The students will be able to learn about the activities that we can do with a mouse and label names of different mouse buttons and also learn that mouse is another main part of the computer like keyboard. They also learn the functions with different mouse buttons and also get learn about small arrows on the computer screen is called mouse pointer.

Recapitulation will be done. Oral revision will be given.

Resources including ICT (information and communication Technology)

eBook, Book

 internet: www.computerhope.com/jargon/m/mouse.html

<u>Assessment Items:</u> To check the conceptual clarity various types of assessment will be done.

<u>Feedback and Remedial Testing:</u>

Students in the computer lab will learn about different mouse click by doing painting in Ms-Paint.

<u>Inclusive Practices and Full Participation without discrimination:</u>

* Reading Books

*Watching videos.

*collaboration

* Group discussion

<u>January</u>

No. of teaching days:19

<u>Topic: TUX PAINT</u>

No. of days required to complete the topic: 3

<u>L- 8 TUX PAINT</u>

<u>Learning Outcomes</u>

<u>1) Knowledge objective:</u> Students will be able to learn the TUX Paint.

<u>2) Understanding Objective.</u> Students will be able to learn the steps to use TUX Paint.

<u>3)Application objective:</u> Students will be able to learn how to open an image, draw and colour.

<u>4) Skill objective:</u> Students will be able to learn how to drawing in TUX Paint.

<u>Previous knowledge Testing:</u>

Students will ask the functioning of different click on mouse.

<u>Teaching aids:</u> Chalk, duster, Board, Books, Computer Lab.

<u>Pedagogical Strategies:</u> The teacher will explain that Drawing and coloring pictures on a computer is more fun than on paper. We need many tools to draw on a paper. But on a computer, we simply need to

open a drawing program and draw. TUX Paint is the most child friendly drawing program. TUX Paint is a free drawing and colouring software program. It can be downloaded from WWW.tuxpaint.org. After downloading it needs to be installed on the computer.

Experential Learning: Students will be given an activity of identify the components in TUX PAINT and name them.

Art integration: With the help of teacher the students visit the computer laboratory and start TUX Paint on the computer. Open a readymade drawing and fill color in it. Save the work.

Interdisciplinary Linkages and infusion of Life skills:

Student will be able to learn how to open Tux Paint.

click → Tux Paint→ Tux Paint. The tux window consists of canvas, toolbar, selector, color palette and help box. Tux paint is a wonderful drawing program. It is easy to use and learn. Tux Paint is the most friendly drawing program.

Recapitulation: will be done. Oral revision will be given.

Resources including ICT/ information and Communication Technology)

eBook, Book.

Internet: WWW.tuxpaint.org.

Assessment items:

To check the conceptual clarity various types of assessment will be done.

Feedback and Remedial Testing:

Students in the computer Lab will learn practically how to open Tux Paint and list the steps to use Tux Paint and do drawing.

Inclusive Practices and full Participation without discrimination:

* Reading Books

* Watching videos

*collaboration.

* Group discussion.

<u>February</u>

No. Of Teaching Days : 23

Written revision of whole syllabus of term 2