

Lesson Plan Computer Session (2023-2024)

Class 2

April

No. of teaching day: 19

Topic – Computer- A wonderful Machine

No. of days required to complete the topic:3

L-1 Computer - A wonderful Machine Learning Outcomes

objective!

(1) Knowledge objective: Students will be able to learn about uses of computer.

(2) Understanding Objective: Students will able to differentiate between computer and human being . They will know about functions of Computer.

(3) Application objective:

Students will understand that a machine is not superior to a human being.

4) Skill objective: Students will be able to know about a multipurpose computer machine.

Previous knowledge Testing.

Students will be asked.

1) Difference between Natural and man-made things.

2) Mayor parts of a computer.

3)Featured of Computer.

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

Pedagogical Strategies: The teacher will explain about different purposes of computer and state capabilities of a human being and different types of computers how a day and how the computer used an alternative for many things.

Experiential Learning: Students will be given the activity: Paste the picture of gadgets that are not required if computer is present on A4 or coloured sheet.

Art Integration: Different types of computers which are commonly used will be shown to the students in the computer lab and also shown the different purposes of computer.

Interdisciplinary Linkages and infusion of Life skills: Students will be able to know that What are the uses of computer like typing and reading stories, playing games, listening to music, drawing and colouring, solving sums, watching movies and cartoons . It is also used in hospitals and Banks.

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

Resources including ICT (Information and Communication Technology)->

eBook, Books.

Internet: <https://www.youtube.com/watch?v=RQ33KxaCJ4I>

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 Teaching:

Students will be asked to learn different uses of computer and different types of computers in computer lab practically.

Inclusive Practices and full participation Without discrimination.

*Reading Books

*Group Discussion.

*Collaboration

* Watching videos

May

No. of teaching days: 25

Topic: Computers in everyday life

No. of days required to complete the topic: 4

L-2 Computers in everyday life

Learning Outcomes

1) Knowledge objective: Students will be able to learn about different places where computers are used.

2) Understanding objective: Students will be able to learn various uses of computers.

3) Application objective: Students will be able to learn what are the different uses of computer practically.

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 about uses of computer. where you can see computer and which type of computer is in the computer lab.

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

Pedagogical Strategies

Teacher will explain about different places where computers are Used and also list the various uses of computers. Teacher will explain that computers play an important role in our everyday life. Most of the electronic gadgets we use, such as refrigerator, microwave, smartphone, food processor and washing machine have computer in them.

Experiential Learning: The students will be given an activity of list the places where computers are used and find out two sets of pictures of three places where computers are used and paste them on A4 coloured sheet. and also discuss in class also.

Art Integration:

with the help of teacher, will notice the different uses of computers in computer lab. Also, the students will make a drawing in Tux Paint program and also save it. Students also select the tasks that we can do it on the computer.

Interdisciplinary Linkages and infusion of Life skills:

Students will be able to learn different places where computers are used and also list the various uses of computers like computers used at home for solving sums and reading stories, listening to music, watching movies and playing games. Computers used in hospitals for diagnosing diseases, keeping records of patients and doctors and also to prepare medical reports and bills. Computers used in school for teaching and learning and also to prepare timetables, assessment sheets and report cards.

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=xCqI4xSzHyY>

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 Teaching:

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

Inclusive Practices and Full participation without discrimination

- *Reading Books
- * Watching videos
- * Collaboration
- * Group Discussion

July

No. of Teaching days:18

Topic: Parts of a computer

No. of days required to complete the topic: 3

L-3 Part of a computer.

Learning Outcome

1) knowledge Objective: Students will learn about different parts of computer.

2) Understanding objective: Students will be able to learn the functions of each part of computers.

3) Application objective: Students will be able to learn the process of Input - Process - Output. and also, different input and output devices.

4) Skill objective: Students will be able to learn or recognise the different internal parts of computer and also distinguish between QWERTY and multimedia keyboards.

Previous knowledge Testing:

Students will be asked about different tasks that we can perform on computer and different places where it is used.

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

Pedagogical Strategies: The teacher will explain that computer is an electronic It needs instructions or data (called input) to do the tasks. To take input, process it and provide result (output), a computer needs the following devices.

Input Devices → Processing Device → Output device.

The person who gives input to the computer or works on the computer is called a user.

Experiential learning: The students will be given an activity of identify the different parts of a computer and group them as input, processing and output devices and also the function of different parts

of a computer and also collect the pictures of the same and paste them on A4 sheet.

Art Integration: with the help of teacher identify the input devices, processing device and output devices in computer lab.

Interdisciplinary Linkages and infusion of life skills

Students will be able to learn about input devices, processing devices and output devices. They learn various input devices and their uses like Keyboard, mouse, microphone, scan and also learn about processing device CPU and also their internal parts like motherboard, memory chip, hard disk, DVD device. The output devices and their uses like headphone, speakers, monitor, printer.

Recapitulation: will be done oral revision will be given.

Resources including ICT (information and communication Technology)

eBook and Book.

Internet: <https://www.youtube.com/watch?v=zh10mJEOj4>

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 Teaching:

Students will be asked in the computer lab, show input devices, processing device, output devices.

Inclusive Practices and full Participation without discrimination.

- * Reading Books
- * Watching videos
- * collaboration
- * Group Discussion.

August

No. of teaching days : 24

Topic: Computer Memory and Storage

No. of days required to complete the topic: 4

L-4 Computer Memory and Storage

Learning Outcomes

1) Knowledge objective: Students will be able to learn about the use of computer memory.

2) Understanding Objective: Students will be able to understand different types of memory.

3) Application Objective: Students will learn what is the distinguish between RAM and ROM.

4) skill objective: Students will be able to learn about portable storage devices.

Previous knowledge Testing

Students will be asked about what are input devices and processing devices and output devices what are the different internal parts of a computer.

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

Pedagogical Strategies

Teacher will explain about uses of computer memory and the types of computer memory. Distinguish between RAM and ROM. Identify USB port on the system unit and computer and also tell about portable storage devices.

Experiential Learning:

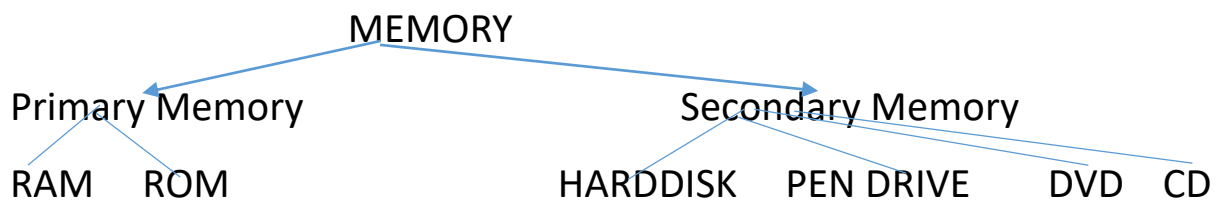
The students will be given an activity of collect pictures of primary and secondary storage device sand paste it on A4 sheet to represent primary and secondary memory.

Art integration With the help of teacher, the students will learn how to insert a CD into the CD-ROM. They also search and locate the USB

port on the system Unit. Also, students will learn how to connect a pen drive to the system Unit.

Interdisciplinary Linkages and infusion of Life skills

Students will be able to learn about use of computer memory also recognise different types of memory. Memory is of two types:



They also learn about what is the difference between RAM and ROM. They all identify USB port on the system Unit and computer. They also learn about portable storage devices.

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

Resources including ICT (information and communication Technology)

eBook and Book

internet: <https://www.educba.com/types-of-memory-in-computer>

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 secondary devices and practically shown them. Also, they learn where to plug pen drive in USB Post.

Inclusive Practices and full participation without discrimination

- * Reading Books
- * Watching Videos
- * Collaboration
- * Group Discussion.

October

No. of teaching days:22

Topic: Turning a computer ON and OFF

No. of days required to complete the topic:4

L-5 Turning a computer ON and OFF

Learning Outcomes

1) Knowledge objective: Students will be able to learn how to turn ON and OFF a computer system.

2) Understanding objective: Students will be able to learn about OS (Operating System).

3) Application objective: Students will be able to learn about recognising Windows 10 desktop.

4) Skill objective: Students will be able to open the start menu.

Previous Knowledge Testing

Students will be asked about the use of memory. Types of memory and distinguish between RAM and about various portable storage devices.

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

Pedagogical Strategies:

Teacher will explain about how to ON and OFF a computer system. The students will learn about Operating system. They learn the term booting i.e., the process of loading of the OS into computer's main memory when it is switched ON. They learn the latest version of OS.

Experiential Learning

The students will be given an activity of collect a picture of windows 10 desktop and paste it on A4 sheet and label the parts of the desktop.

Art Integration With the help of teacher, the students identify the start button, taskbar, wallpaper and icons on it. Students will also learn how the computer turn OFF. Students open the Tux Paint.

click on Start button → All apps → Tux Paint

Interdisciplinary Linkages and infusion of Life skills

Students will be able to learn that computer is a wonderful machine. To work on a computer, you need to first turn it ON and then shut down means OFF a computer. They will learn about operating system that acts as a manager. It manages all the tasks of a computer system. The process of loading of the OS into computer's main memory when it is switched ON, is called start up or booting. They will learn about: Desktop background, taskbar, Icons etc.

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

Resources including ICT (information and Communication Technology)

eBook, Book

internet: <https://www.youtube.com/watch?v=HlhZxA-7kc0>

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 (slow learners) will learn how to ON and off a computer.

Inclusive Practices and full Participation without discrimination

- * Reading Books
- * Watching Videos
- * Collaboration
- * Group discussion

November

No of teaching on days :21

Topic: More on keyboard

No. of days required to complete the topic:4

L-6 MORE ON KEYBOARD

Learning Outcomes

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

2) Understanding objective: Students will be able to learn the functions of different keys and recognise and use different keys.

3) Application objective: Students will be able to identify the toggle keys.

(4) Skill objective: Students will able to type text using keyboard on Notepad.

Previous Knowledge Testing

Students will be asked about how to start and shut down a computer and function of start button and Taskbar.

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

Pedagogical Strategies

Teacher will explain about the different keys on a Keyboard Recognising and uses of different Keys. Students will be able to identify toggle keys and type text using keyboard. Teacher will explain about keyboard I used to write on a computer it is one of the main parts of a computer. Some keys are in the shape of squares and others in the shape of rectangles. A small vertical blanking line is called cursor

Experiential Learning:

The students will give an activity of finding five Keyboard keys in the given maze. Circle and write them in the given space.

ART INTEGRATION With the help of teacher, the students in the computer lab and open Notepad and draw the following pyramid by typing character

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          A
        B  I  C
      D  2  *  3  E
    F  4  @  @  @  5  G
      H  6  &  7  1
        J  %      K
          I
```

Interdisciplinary Linkages and infusion of Life skills

Student will be able to learn about the different keys and function of different keys. Recognition of different keys and also identify toggle keys and type text using keyboard. Num lock and cap lock keys are called toggle keys. They also learn a vertical blinking line. They also learn about Enter key, backspace key, delete key, space bar key, arrow keys, caps lock key.

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

Resources including ICI (information and communication Technology)
eBook, Book.

Internet: <https://www.youtube.com/watch?v=HlhZxA-7kc0>

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

Feedback and Remedial Testing:

Students in the computer lab (slow learners) will learn the function of different keys by typing in notepad and note down the differences.

Inclusive Practices and full participation without discrimination:

*Reading Books

* Watching videos

*Collaboration

*Group discussion

December

No. of Teaching days: 19

Topic: Handling mouse

No. of days required to complete the topic:3

L-7 HANDLING A MOUSE

Learning Outcomes

1) knowledge Objectives: Student will be able to learn the computer mouse.

2) Understanding objective: student will be able to learn how to hold a mouse in a proper way.

3) Application objective: Students will be able to click, double click, and right click, drag and scroll.

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

Previous knowledge Testing

Students will be asked about keyboard and its different keys.

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

Pedagogical strategies: The teacher will explain about the computer mouse. Like Keyboard, mouse is also an important input device. A mouse has two buttons and a scroll wheel. It usually comes with a cord that is connected to the system unit. The teacher will also explain about types of Mouse i.e. Wireless optical mouse, Ball mouse. A small arrow on the computer screen is called mouse pointer. It moves in the same direction in which you move the mouse.

Experiential learning:

The students will give an activity of collecting pictures of mouse actions and paste them on & A4 size sheet.

Art integration:

with the help of teacher, the students visit the computer lab and switch ON a computer and Open TUX Paint and click the shapes button and choose circle shape to draw.

Interdisciplinary Linkages and infusion of Life skills:

The student will be able to understand about the computer mouse, how to hold mouse in a proper way and functions of click, double click and right click and drag and scroll. They also understand the uses of computer like * Pointing at Items on the computer screen.

* Selecting and opening items on the computer.

* Playing games on the computer.

* Drawing and colouring pictures on computer.

They also learn types of mouse.

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=FVINOBEBzy0>

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

Feedback and Remedial Testing

Students in the computer lab will learn about different functions of mouse and how to hold it in a proper way.

Inclusive Practices and full participation without discrimination:

* Reading Books

* Watching videos

* Collaboration

* Group Discussion.

December

No. of teaching days

Topic: More on Tux Paint

L- 8

No. of days required to complete the topic.

MORE ON TUX PAINT

Learning Outcomes.

1) knowledge Objectives: The students will be able to learn how to launch the Tux Paint program.

2) Understanding Objective: The students will be able to learn use of different tools to make drawings.

3) Application objective: The students will be able to learn how to save and close drawings.

4) Skill objectives: The students will be able to learn click and drag.

Previous knowledge Testing: The students will be asked about the how to hold to mouse and what all the different functions of mouse.

Teaching aids: Chalk, duster, board, Books, Computer lab.

Pedagogical Strategies: The teacher will explain about the tux paint. That this program allow you to draw and colour. Tux Paint is a free software for drawing and colouring. It is easy to use and learn. It comes with many tools that help to make beautiful drawings and also teach how to create shape and fill colour in shapes. The teacher will explain without how to add text into your drawings.

Experiential Learning:

The students will be given an activity to arrange the sequence from numbers 1 to 40 to draw a rectangle shape in TUX PAINT.

*Click the rectangle shape on the selector.

*Choose a colour from the colours palette.

*Click the shapes tool on the toolbar.

*Bring pointer on the canvas and drag to draw.

Art Integration:

With the help of teacher, the students visit the computer lab and start Tux Paint on the computer. Open a new readymade drawings and fill colour in it. Save the work. Open a new canvas and to draw flowers open a Magic Tool on the toolbar and choose Flowers on the selector and draw on canvas. Save the work and exit the TUX PAINT program.

Interdisciplinary Linkages and infusion of Life skills:

The student will be able to understand about the Tux Paint i.e.,

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

Resources including ICT (information and communication Technology)

eBook, Book

internet:www.tux paint.org

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

feedback and Remedial Testing: Students in the computer lab will learn about how to do colourful drawing in Tur Paint.

Inclusive factices and full participation without discrimination:

- * Reading Books.
- * Watching Videos.
- *Collaboration.
- * Group Discussion.

January

No. of teaching day:19

Topic: Introduction to paint

No. of days required to complete the topic:4

L-9 INTRODUCTION TO PAINT

Learning Outcomes:

1) Knowledge objective: Students will be able to learn paint program.

2) Understanding objecting: Students will be able to learn the components of Paint window.

3)Application objective: Students will be able to learn draw and color Shapes.

4) skill Objective: Students will be able to learn how to do colourful drawing with many functions.

Previous knowledge Testing:

Students will ask about the mouse clicks and functioning of right clicks and left click. How to open Tux paint on computer.

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

Pedaeogical Strategies:

The teacher will explain about the Paint, and the components of paint window like quick access tool bar, tittle bar, minimize button Maximize button, close button, scroll bars, Ribbon, Canvas etc. The teacher will explain about drawing different shapes like Rectangle or square shape, Line shape, Polygon shape. The Teacher explain will about Outline and filled shapes.

Experiential learning:

The students will give an activity to arrange them in sequence by writing number 1 to 6 to draw a polygon shape.

*Click the Size option and choose the thickness of shape outline.

*Click the Polygon shape to select it.

*Go to the canvas. Click and drag the mouse to draw. Release the mouse when finished.

*Choose a color from the Colors group.

*Click anywhere on the canvas when you are done.

*Click on each point where your additional sides to appear.

Art Integration: With the help of teacher visit the computer lab and launch the computer and Paint program on the computer and draw various pictures in it and colour it.

Interdisciplinary Linkages and infusion life skills:

Students will able to learn how to launch Paint program and it is commonly used drawing and coloring application. It is the product of Microsoft and is also known as Microsoft Paint. They are also able to learn the components of Paint window and how to clean different shapes and color it.

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=q5vfu0Nse8c>

Assessment Items:

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

Feedback and Remedial Testing:

Students in the Computer lab will learn practically how to launch Microsoft Paint and how to draw different shapes and color it.

Inclusive Practices and full Participation without discrimination

*Reading Books

*Watching videos

*Collaboration

*Group discussion

February

No. Of Teaching Days : 23

Written revision of whole syllabus of term 2