Lesson plan

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 1- Important Computer Concepts
		Objectives By the end of the lesson, Students should know about the following: Defining a computer Computer language and computer program Main parts of a computer Additional helping parts of a computer Teaching Aids online videos (could be from YouTube) Student's Book Board and marker Computer with all I/O devices, hardware, and software Students should go to the computer lab and see all devices mentioned in the book or available in labs and gather knowledge about that.
	Session 1 (40 mins approx)	 Theory Defining a computer, computer language, computer program Input to a computer, output from a computer Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	 Theory Main computer parts (keyboard, CPU, Monitor, Mouse, Speaker etc.) Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 3 (40 mins approx) Session 4 (40 mins	 Additional parts of a computer Difference between humans and Computer Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions) Take students to the computer lab and let them explore all components of computers, I/O devices and additional components of the Computer
	approx)	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (Practical Session) available on this topic.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 2- Advanced Uses of a Computer
		Objectives By the end of the lesson, Students should know the following: Uses of computers in our Daily Life Computers for Beauty Salons and Sports Use of computers in Science & Technology and Offices Computers for Architecture, Medicine, and DTP Use of computers in Animation and Aviation Computers in Banks and Schools Use of computers in Defence
		 Teaching Aids online videos (could be from YouTube) Student's Book Board and marker Computer with Windows 10 Students should go to the computer lab and see all devices mentioned in the book or available in labs and gather knowledge about that.
		Ask students to work alone or with a partner to complete the practical assignment
	Session 1 (40 mins approx)	 Computers in Daily Life, computer animation Computer in aviation, beauty salons, sports, banks Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	 Theory Use of computers in science and technology, schools, architecture, medicine Use of computers in DTP and defence system Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 3 (40 mins approx)	Solving worksheets and revising chapter concepts/taking the chapter test
	HW	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic is available.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 3- Storing the Work done on the Computer
		Objectives By the end of the lesson, Students should know the following: Importance of storage Various storage devices Concept of RAM and Cache memory Teaching Aids online videos (could be from YouTube) Student's Book Board and marker Computer with Windows 10 Students should go to the computer lab and see all devices mentioned in
		the book or available in labs and gather knowledge about that. Ask students to work alone or with a partner to complete the practical assignment
	Session 1 (40 mins approx)	 Theory Importance of Storage Storage Devices Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	 Theory Memory Cache memory Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 3 (40 min approx)	Take students to the computer lab and let them explore storage
	Session 4 (40 min approx)	Solving worksheets and revising chapter concepts/taking the chapter test
	HW	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic is available.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 4- Working with Files and Folders
		Objectives By the end of the lesson, Students should be able to:
	Session 1 (40 mins approx)	Theory
	Session 2 (40 mins	Practical execution of <i>Activities</i> of session 1
	Session 3 (40 mins approx)	 Theory Components of Windows 10 File and folders Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 4 (40 min approx)	Practical execution of <i>Activities</i> of session 3
	Session 5 (40 min approx.)	 Some important Icons/Folders(discuss different icons available in windows/given in the chapter). Moving a window. Make students do practicals. Assessment: Ask additional questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)

Session 6 (40 min approx)	Practical execution of Activities of session 5
Session 7 (40 min approx)	Solving worksheets and revising chapter concepts/taking the chapter test
HW	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic is available.

Date	Session/	
	Period	Let's Reboot-Book 3
		Chapter 5- Getting Started with Paint
		Objectives By the end of the lesson, Students should be able to: • Understand the Components of a Paint window • Work with Pencil, Brush and Eraser tools • Work with Fill with Color, Text, Polygon, and Color Picker tools • Draw Ready-made shapes Teaching Aids • online videos (could be from YouTube) • Student's Book • Board and marker • Computer with Windows 10 Students should open Paint and work on their computers so that they can follow you as you demonstrate all Paint components and detailed steps on the screen. Ask students to work alone or with a partner to complete the practical assignment.
	Session 1 (40 mins approx)	 Detail steps to be discussed(theory) opening the Paint program screen Components of Paint screen various tools Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	Practical execution of <i>Activities</i> of session 1
	Session 3 (40 mins approx)	Steps to be discussed (Theory) • Working with colors • Time to draw and paint Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 4 (40 min approx)	Practical execution of <i>Activities</i> of session 3
	Session 5 (40 min approx)	Steps to be discussed (Theory)
	Session 6 (40 min approx)	consider creating viva voice questions) Practical execution of Activities of session 5
Date	HW Session/	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic.
Jate	Period	

	Let's Reboot-Book 3
	Chapter 6- More about Paint
	Objectives
	By the end of the lesson, Students should be able to:
	Select, Rotate, Resize and Skew a picture
	Move, Copy, Crop an image
	Edit colours and set the picture as the background
	Save and Open the drawing
	Teaching Aids
	 online videos (could be from YouTube)
	Student's Book
	Board and marker
	Computer with Windows 10
	Students should open Paint and work on their computers so that they can
	follow you as you demonstrate all steps on the screen.
	Ask students to work alone or with a partner to complete the practical
	assignment
Session 1	Detail steps to be discussed(theory)
(40 mins	Selecting and Editing Objects
approx)	Rotating the Picture
	Assessment:
	Ask different questions from the students to assess their learning from
	<u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can
	consider creating viva voice questions)
Session 2	Practical execution of <i>Activities</i> of session 1
(40 mins	
approx)	
Session 3	Steps to be discussed (Theory)
(40 mins	Resizing and Skewing
approx)	 Moving and copying objects
	Cropping an image
	Assessment:
	Ask different questions from the students to assess their learning from
	<u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can
Session 4	consider creating viva voice questions) Practical execution of Activities of session 3
(40 min approx)	Practical execution of Activities of Session 3
Session 5	Steps to be discussed (Theory)
(40 min approx)	To set a picture as your desktop background
(40 mm approx)	Saving your drawing
	Opening your saved drawing
	Assessment:
	Ask different questions from the students to assess their learning from
	Think and Answer oral questions and Quick Questions (or teachers can
	consider creating viva voice questions)
Seeding C	Departical expension of Astinities of accion 5
Session 6 (40 min approx)	Practical execution of Activities of session 5
HW	All theory questions (MCQ, Fill-in, T/F, and short answers)
	 Solve if any practical assignment (<i>Practical Session</i>) on this topic
	available.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 7- Fun with Microsoft Office Word 2019
		Objectives By the end of the lesson, Students should know about the following: Introduction to Microsoft Office Word 2019 Typing and selecting the text Font formatting, changing the Font type, Size and Color Inserting pictures and WordArt in the document Teaching Aids online videos (could be from YouTube) Student's Book Board and marker Computer with MS Office 2019 Students should open Microsoft Word 2019 and work on their computers so that they can follow you as you demonstrate all the detailed steps on the screen. Ask students to work alone or with a partner to complete the practical assignment
	Session 1 (40 mins approx)	 Detail steps to be discussed(theory) Discuss the use of MS Word Opening MS Office Word 2019 Screen components Assessment: Ask different questions from the students to assess their learning from <u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	Practical execution of <i>Activities</i> of session 1
	Session 3 (40 mins approx)	 Typing text, selecting the text Bold, Italics, Underline Changing the Font Type and Size Assessment: Ask different questions from the students to assess their learning from <u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can consider creating viva voice questions)
	Session 4 (40 min approx)	Practical execution of <i>Activities</i> of session 3
	Session 5 (40 min approx)	 Changing the Font Color Inserting a picture Inserting WordArt Assessment: Ask different questions from the students to assess their learning from <u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can consider creating viva voice questions)
	Session 6 (40 min approx) HW	Practical execution of Activities of session 5 All theory questions (MCQ, Fill-in, T/F, and short answers)
		 Solve if any practical assignment (Practical Session) on this topic is available.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 8-Artificial Intelligence is Everywhere
		Objectives By the end of the lesson, Students should know about:
	Session 1 (40 mins approx)	Theory • What is Artificial Intelligence? • Daily Al/Different applications of Al Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	Theory ■ Al Robots, Humanoid Robots Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 3 (40 min approx)	Practical Work on practice time given in chapter/experiment with Al
	Session 4 (40 min approx) HW	 Solving worksheets and revising chapter concepts/taking the chapter test All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (Practical Session) on this topic.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 9-Learning Scratch 3. 0
		Objectives By the end of the lesson, Students should be able to: Download Scratch 3.0 Understand the Main components of the Scratch screen Change the backdrop Draw, Add a new Sprite Draw with Pen Teaching Aids online videos (could be from YouTube) Student's Book Board and marker Computer with scratch 3.0 Students should open Scratch and work on their computers so that they can follow you as you demonstrate all the detailed steps on the screen. Ask students to work alone or with a partner to complete the practical assignment
	Session 1 (40 mins approx)	 Theory Introduction to Scratch Downloading Scratch, starting Scratch Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	Practical execution of <i>Activities</i> of session 1
	Session 3 (40 mins approx) Session 4	 Theory Discussion about Scratch components Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions) Practical execution of Activities of session 3
	(40 min approx)	
	Session 5 (40 min approx)	 Movement of the sprite Turning the sprite Using the pen Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 6 (40 min approx)	Practical execution of <i>Activities</i> of session 3

Session 7 (40 min approx)	 Using the Stamp Block to make duplicate sprites Saving a project, Opening a saved project Assessment: Ask different questions from the students to assess their learning from <u>Think and Answer</u> oral questions and <u>Quick Questions</u> (or teachers can consider creating viva voice questions)
Session 8 (40 min approx)	Practical execution of <i>Activities</i> of session 7
Session 9 (40 min approx)	Solving worksheets and revising chapter concepts/taking the chapter test
HW	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic.

Date	Session/ Period	Let's Reboot-Book 3
		Chapter 10-Networking and the Internet
		Objectives By the end of the lesson, Students know about the following: • Advantages of Networking • Uses of Internet • Connecting to the Internet • WWW and E-mail Teaching Aids
		 online videos (could be from YouTube) Student's Book Board and marker Computer with browser
		Students should open their browsers and work on their computers so that they can follow you as you demonstrate all the detailed steps on the screen.
		Ask students to work alone or with a partner to complete the practical assignment
	Session 1 (40 mins approx)	 Theory Importance of Networking Defining a Network, Advantages of a network, about the network Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 2 (40 mins approx)	 Theory Things you can do on the Internet who can use the Internet? Connecting to the Internet Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 3 (40 min approx)	Practical execution of <i>Activities</i> of sessions 1 and 2
	Session 4 (40 min approx)	 Application of the Internet(www, e-mail etc.) E-mail operations(send,read e-mails) Assessment: Ask different questions from the students to assess their learning from Think and Answer oral questions and Quick Questions (or teachers can consider creating viva voice questions)
	Session 5 (40 min approx)	Practical execution of <i>Activities</i> of session 4
	HW	 All theory questions (MCQ, Fill-in, T/F, and short answers) Solve if any practical assignment (<i>Practical Session</i>) on this topic is available.

Chapter	Sessions
1 Important Computer Concepts	4
2 Advanced Uses of a Computer	3
3 Storing the Work done on the Computer	4
4 Working with Files and Folders	7
5 Getting Started with Paint	6
6 More about Paint	6
7 Fun with Microsoft Office Word 2019	6
8 Artificial Intelligence is Everywhere	4
9 Learning Scratch 3. 0	9
10 Networking and the Internet	5
Total	54