WEEK 1

Date:	**Period:**	**Subject:** Computing	
Duration: 50 mins.		**Strand:** Introduction To Computing	
Class: B7	**Class Size:**	**Sub Strand:** Components of Computer	
Content Standard: B7.1.1.1. Examine the parts of a computer	**Indicator:** B7.1.1.1.1Discuss the fourth-generation computers		**Lesson:** 1 of 6
Performance Indicator: Learners can discuss features of fourth generation computers		**Core Competencies:** CI, CC, CL, CI 6.1, CC 7.4	
References : Computing Curriculum Pg. 3			
Keywords : microchip, generation, circuit			

Phase/Duration	Learners Activities	Resources
PHASE 1: **STARTER**	Use questions and answers, find out what learners already know about the fourth generation computers. Share with learners the performance indicators.	Set of computer, Video /pictures, wall chart
PHASE 2: **NEW LEARNING**	Let learners discuss features of fourth generation computers *The computers of fourth generation used very large scale integrated (VLSI) circuits. This made computers more powerful, compact, reliable and affordable. As a result, it gave rise to personal computers (PC) revolution. E.g. desktop computers, laptop, notebook, etc.* Guide learners to Identify a microchip 	

	Engage learners to explore the architecture of a processor. **<u>Assessment</u>** 1. State any two features of fourth generation computers 2. What is the main function of the microchip in computers 3. Processors are also known as	
PHASE 3: **REFLECTOIN**	Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson. Ask learners how the lesson will benefit them in their daily lives.	

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Content Standard: B7.1.1.1. Examine the parts of a computer	**Indicator:** B7.1.1.1.2 Demonstrate understanding in the use of input devices	**Lesson:** 2 of 6
Performance Indicator: Learners can identify input devices and state its uses	**Core Competencies:** CI 6.1, CC 7.4	
References : Computing Curriculum Pg. 3		
Keywords : wireless, touchscreen, barcode		

Phase/Duration	Learners Activities	Resources
PHASE 1: **STARTER**	Use questions and answers, find out what learners already know about input devices. Share with learners the performance indicators.	Set of computer, Video /pictures, wall chart
PHASE 2: **NEW LEARNING**	Engage learners to watch video or picture of input devices e.g. wireless keyboard, mouse and touchscreen in class Demonstrate to learners the use of input devices in a computer laboratory/classroom. Have learners to distinguish manual (e.g. keyboard, etc.) and automatic (e.g. barcode reader etc.) input devices. Let learners explore the advantages and disadvantages of input devices Learners to explore areas where different types of input devices are used. Assessment	

	1. what is an input device? 2. mention the least input devices of a computer 3. draw any 2 input device.	
PHASE 3: **REFLECTION**	Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson. Ask learners how the lesson will benefit them in their daily lives.	