

Weekly planner Week-12

Name of the faculty: Chumki Sinha Subject: Computer Science (Grade 4)

Day: Tuesday and Wednesday Date: 27/03/2023- 30/03/2023	Learning objective & outcome: By the end of the lesson the students will be able to- • say about algorithm. • describe latest developments. • know how to write an algorithm.	
Chapter & topic/concept	Learning engagements:	Tools & Resources
Topic: Scratch Programming Chapter: 6	Day 1: Ice breaking (5 minutes): Greetings Greetings Feedback orally from previous class. (Remember, Identify, Understand) Development Activities: (30 minutes): Teacher will describe with an example. 1. What is Scratch programing 2. What is Sprite Library?	Text Book, Marker, Image, Lab



	Some questions will be made by students. Closing activities (5 minutes): Students will share if they have any query.	
Differentiation: By content/process/product/environment	Home work: QA from textbook & worksheet	Assessment tools & strategies: Summative Assessment Reflection (if any):
Topic: Algorithm Chapter: 2	Ice breaking (5 minutes): Greetings Feedback orally from previous class. (Remember, Identify, Understand) Teacher will state the definition of friction. Students will be able to identify the concept by working on the following example: 1. What is computer? Development Activities: (30 minutes): Teacher will describe with an example. 1. What is Scratch programing	Text Book, Marker, Lab, Image, colour paper, Assessment tools & strategies: Formative Reflection (if any):



 What is Sprite Library? Some questions will be made by students. 	
Closing activities (5 minutes): Feedback session and diary writing	

Differentiation: By content/
process/ product/environment

Home work:
Q 1- Q3 from page: 23 & 24

Formative Assessment

Reflection (if any):