

Weekly planner

Week-14

Name of the faculty: Chumki Sinha

Subject: Computer Science (Grade 4)

Chapter & topic/concept	Learning engagements:	Tools & Resources
<p>Topic: Algorithm Chapter: 5</p>	<p>Day 1:</p> <p>Ice breaking (5 minutes): Greetings Greetings Feedback orally from previous class. (Remember, Identify, Understand)</p> <p>Development Activities: (30 minutes): Teacher will describe with an example.</p> <ol style="list-style-type: none"> 1. What is Scratch programing 2. What is Sprite Library? <p>Some questions will be made by students.</p> <p>Closing activities (5 minutes): Students will share if they have any query.</p>	<p>Text Book, Marker, Image, Lab</p>

Differentiation: By content/ process/ product/ environment	Home work: QA from textbook & worksheet	Assessment tools & strategies: Summative Assessment Reflection (if any):