Weekly planner

Week-15

Name of the faculty: Chumki Sinha

Subject: Computer Science (Grade 4)

Day: Tuesday and Wednesday Date: 07/05/2023- 11/05/2023	**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

	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
	Day 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):

| | 2. 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 | **Assessment tools & strategies:**

 Formative Assessment

 Reflection (if any): |