

Weekly planner

Week-7

Name of the faculty: Chumki Sinha

Subject: Computer Science (G 5)

<p>Day: Sunday and Tuesday Date: 25/02/2024- 29/02/2024</p>	<p>Learning objective & outcome: By the end of the lesson the students will be able to-</p> <ul style="list-style-type: none"> ● day 1 [create and edit sprite. ● insert and delete sprite. ● backdrops. ● work on scratch interface. ● change row height and column width] ● day-2 [Basic scripts ● Motion, looks, sound, pen, control ● more on blocks ● develop logical thinking] 	
Chapter & topic/concept	Learning engagements:	Tools & Resources
<p>Chapter 7. Scratch Programming</p>	<p>Day 1: Ice breaking (5 minutes): Greetings and a short recap on the programming Development Activities: (30 minutes): Lab class will be taken Teacher will state the definition of the programming</p> <ol style="list-style-type: none"> 1. create and edit sprite. 2. insert and delete sprite. 3. basic codes 4. change the sprite 	<p>Text Book, Marker, Board, Image, Chart paper,</p>

	<p>5. Closing activities (5 minutes): Students will share if they have any query.</p>	
<p>Topic: Algorithm and flowchart Chapter: 6</p>	<p>Day 2: Ice breaking (5 minutes): Greetings and a short recap on the interface Development Activities: (30 minutes): Teacher will describe it with an example.</p> <ol style="list-style-type: none"> 1. change the sprite 2. Make a ball jump 10 times make a monkey go round and round <p>Group Work: Q1 & 2 from book</p> <p style="background-color: #008080; color: white; padding: 2px;">Some questions will be made by students.</p> <p>Closing activities (5 minutes): Feedback session and diary writing</p>	<p>Text Book, Marker, Board, Image, chart paper</p>
<p>Differentiation: By content/ process/ product/environment</p>	<p>Home work: Q1-2 from pg: 58</p>	<p>Assessment tools & strategies: Formative Assessment Reflection (if any):</p>