Weekly planner

Week-9

Name of the faculty: Chumki Sinha

Subject: Computer Science (G 5)

Day: Sunday and Tuesday Date: 10/03/2024- 14/03/2024	**Learning objective & outcome: By the end of the lesson the students will be able to-** ● **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**
Chapter 7. Scratch Programming	**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 1. **create and edit sprite.** 2. **insert and delete sprite.** 3. **basic codes** 4. **change the sprite**	Text Book, Marker, Board, Image, Chart paper,

	Closing activities (5 minutes): Students will share if they have any query.	
Topic: Algorithm and flowchart Chapter: 6	**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. 1. **change the sprite** 2. **Make a ball jump 10 times** **make a monkey go round and round** **Group Work:** **Q1 & 2 from book** Some questions will be made by students. **Closing activities (5 minutes):** Feedback session and diary writing	Text Book, Marker, Board, Image, chart paper
Differentiation: By content/ process/ product/environment	**Home work:** Q1-2 from pg: 58	**Assessment tools & strategies:** Formative Assessment **Reflection (if any):**