

Weekly planner

Week-4

Name of the faculty: Chumki Sinha

Subject: Computer Science

<p>Day: Monday and Wednesday Date: 02/02/2024-08/02/2024</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 • Know about the scratch screen. • Describe the sprite & backdrops. • Day 2 • Describe the basic scripts • motion , looks , sound , pen , control • More on blocks • duplicate, detach, delete • drawing polygons . 	
<p>Chapter & topic/concept</p>	<p>Learning engagements:</p>	<p>Tools & Resources</p>
<p>Chapter- 5: 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 scratch programming. 1. about the scratch screen.</p>	<p>Text Book, Marker, Board, Image, Chart paper,</p>

	<p style="text-align: center;">2. Describe the sprite & backdrops.</p> <p>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 scratch programming Development Activities: (30 minutes): Teacher will describe it with an example.</p> <ol style="list-style-type: none"> 1. Describe the basic scripts 2. motion , looks , sound , pen , control 3. More on blocks 4. duplicate, detach, delete 5. drawing polygons <p style="text-align: center;">Group Work:</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>Assessment tools & strategies:</p> <p>Formative</p> <p>Reflection (if any):</p>
<p>Differentiation: By content/ process/ product/environment</p>	<p>Home work: Q1-2 from pg: 94</p>	<p>Assessment tools & strategies:</p> <p>Formative Assessment</p> <p>Reflection (if any):</p>