

Weekly planner Week-2

Name of the faculty: Tanjida Sultana

Grade: 4

Subject: Computer Science

<p>Day: 2 Learning minutes: 1.33 hrs Date: 19/01/25-23/01/25</p>	<p>Learning objective: Click start Pg-59, Learning objectives given. Learning goals and attributes: Meeting these objectives by the learners.</p>	
<p>Chapter & topic/concept</p>	<p>Learning engagements:</p>	<p>Tools & Resources</p>
<p>Chapter 4: Fun with TUX paint</p>	<p>Day 1: Revisit basics of TUX paint. Chapter 4, Pg 63-65.</p> <p>Day 2: LAB, Learning about how to view slide show, printing in TUX,</p>	<p>Click start Book 4</p>
<p>Differentiation: <u>By content</u>/ process/ product/environment</p>	<p>Home work: Day 1: Make notes of all the Quick keys in Chap-4. Read Pg 63-65.</p>	<p>Assessment tools & strategies: Reflection (if any):</p>