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## Computer Science - Grade 9 General

### Week 1 - Unit 1 – Lesson plan 1

Unit	1	Title of the Lesson	Introduction to computer programming	Periods	3
Warming up	Tell the students to work in pairs to list anything in school and at home that has something to do computing. Ask a couple of students to share the <b>impact</b> on society of what they listed with the rest of the group.				10
New concepts	Computer science, computer systems, programming, competencies Hardware, software			Pages	8 - 15
<b>Teaching and learning process</b>					
Learning Outcomes	Lesson process		Evaluation	Time	
To be able to describe computer system.	<ul style="list-style-type: none"> <li>- Motivation for students to study computer programming/Computer Science /Solutions provided by computers.</li> <li>- Introduce computer systems.</li> <li>- Discuss how computer systems are used in real life (home, school, work)</li> <li>- Link the solutions the computers provide to computer programs and hardware.</li> <li>- Explain that the computer is a machine controlled by computer programs.</li> <li>- Discuss the competencies that they will gain from the subject and how they help them in the future.</li> <li>- Discuss the career, further education and business opportunities in programming (computer science)</li> </ul>		Peer and self-assessment, questioning, discussion  <i>Activities: 1, 2, 3, 4, 5, 6, 7</i>	110	



Review	<ul style="list-style-type: none"> <li>- Recap the concepts learned, ask students to explain to their peers and give examples of computer programs, and programming/coding.</li> <li>- Ask random students to explain the meaning of the terms: hardware, software.</li> </ul>	Peer and self-assessment, questioning, discussion	15
Teaching Methods	<ul style="list-style-type: none"> <li>- Model the skills and explain the concepts.</li> <li>- Facilitate discussions, questioning</li> <li>- Clarify misconceptions and provide memory aids.</li> <li>- Encourage students to work in pairs/groups and use champions/master learners.</li> <li>- Assign students to assist other students and peer teach</li> <li>- Encourage students to research, debate and discuss topics</li> </ul>		
Activities and Methods used	<ul style="list-style-type: none"> <li>- Exercises in student textbooks, research, group work, student presentation</li> </ul>		
Twenty-one Century skills	<ul style="list-style-type: none"> <li>- Development of competencies including skills such as: problem solving, communication, teamwork, research, critical thinking</li> </ul>		
Linking with other subjects	<ul style="list-style-type: none"> <li>- English language, Math, other Sciences.</li> </ul>		
Concept of the Sustainable Development	<ul style="list-style-type: none"> <li>- Awareness of the impact of technology on society, designing efficient solutions</li> </ul>		
Citizenship – responsibility	<ul style="list-style-type: none"> <li>- Responsible use of information technology, impact of technology on society.</li> </ul>		
Assignments			
Teacher's Remarks			