FIRST TERM
WEEKLY LESSON NOTES – B9
WEEK 3

Week Ending: 20-10-2023		DAY:		Subject: Computing	
Duration: 60mins				Strand: Introduction To Computing	
Class: B9		Class Size:		Sub Strand: Components Of Computers	
Content Standard: B9.1.1.2. Demonstrate the Use of the Desktop		Indicator: B9.1.1.2.1 Explore personalization of the computer			Lesson: 1 of 2
Performance Indicator: Learners can explore personalization of the computer				Core Competencies: CC8.2: CP6.1	
New words	Personalization, Desktop Icons, Mouse Pointers, Workspace				
Reference: Computing Curriculum P.g. 42					

Activities For Learning & Assessment	Resources	Progression
Starter (5mins) Start with a quick poll, asking learners how many of them have personalized their computer at home, such as changing the wallpaper or the sounds. Follow up with a discussion about why they chose those specific customizations. Share performance indicators and introduce the lesson. **Main (35mins)** Discuss the concept of personalization. Ask learners why they think it's essential to make a space, digital or physical, truly theirs. Relate this to their bedrooms or personal spaces. Display on a projector or shared screen how to change desktop icons. Guide learners as they experiment with changing their desktop icons on their computers. Again, using a projector or shared screen, demonstrate how to alter the mouse pointer's appearance. Allow learners to choose and change their mouse pointers, encouraging them to explore different options available. In pairs or small groups, challenge learners to personalize their workspace in a way that represents a given theme (e.g., "nature," "space," "vintage").	Pictures and videos	Understand the importance of personalizing their computer workspace and will be able to change desktop icons and mouse pointers to reflect their personal tastes and preferences.

Assessment 1. What does personalization mean in the context of computers? 2. Why might someone want to change their desktop icons? 3. How can changing mouse pointers enhance your computer experience? 4. Name one benefit of personalizing your digital workspace. *Reflection (10mins)* Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson.		

Homework/Project Work/Community Engagement Suggestions

- What does personalization mean in the context of computers?
- Why might someone want to change their desktop icons?
- How can changing mouse pointers enhance your computer experience?
- Name one benefit of personalizing your digital workspace

Cross-Curriculum Links/Cross-Cutting Issues

None

Potential Misconceptions/Learner Learning Difficulties

None

Week Ending: 20-10-2023	**DAY:**	**Subject:** Computing	
Duration: 60mins		**Strand:** Introduction To Computing	
Class: B9	**Class Size:**	**Sub Strand:** Components Of Computers	

Content Standard: B9.1.1.2. Demonstrate the Use of the Desktop	**Indicator:** B9.1.1.2.2 Identify and use file management techniques (drivers and hardware)	**Lesson:** 1 of 2
Performance Indicator: Learners can identify and use file management techniques		**Core Competencies:** CC8.2: CP6.1: CC7.5 :CC7.3

Reference: Computing Curriculum P.g. 42

New words: Device Drivers, Plug-and-Play, Installation, Update, Delete

Activities For Learning & Assessment	**Resources**	**Progression**
Starter (5mins) Start the lesson by playing a muted video. Ask learners why there's no sound. Likely answers will be "The volume is down" or "The speakers are off." After checking those, introduce the idea: "What if the computer doesn't know how to use the speakers? How does it communicate?" Share performance indicators and introduce the lesson. ***Main (35mins)*** Identify and explore the use of device drivers e. g. sound drivers and video graphic drivers 2. Explain plug-and-play devices. 3. Demonstrate how to install, update or delete drivers. Introduce the concept of device drivers and their function. Give specific examples, emphasizing sound drivers and video graphic drivers. Ask learners about their experiences, e.g., when a game didn't run because a graphics driver was outdated. Discuss what plug-and-play means. Show examples of such devices (e.g., USB drives, some headphones) and demonstrate how the computer automatically detects and often installs necessary drivers. Using a projector or shared screen, walk learners through the process of checking for driver updates, installing new drivers, and deleting outdated or unnecessary ones.	Pictures and videos	Understand the concept of device drivers, their importance, the basics of plug-and-play devices, and will be equipped with the knowledge to install, update, or delete drivers.

Encourage learners to follow along on their computers, guiding them through each step. Assessment 1. What is the primary function of a device driver? 2. What does "plug-and-play" mean in terms of devices and drivers? 3. Why might you need to update a driver? 4. What could be a potential problem if you delete a necessary driver? *Reflection* (10mins) Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson.		

Homework/Project Work/Community Engagement Suggestions

- What is the primary function of a device driver?
- What does "plug-and-play" mean in terms of devices and drivers?
- Why might you need to update a driver?
- What could be a potential problem if you delete a necessary driver?

Cross-Curriculum Links/Cross-Cutting Issues

None

Potential Misconceptions/Student Learning Difficulties

None