

FIRST TERM

WEEKLY LESSON NOTES – B9

WEEK 4

Week Ending: 27-10-2023		DAY:	Subject: Computing								
Duration: 60mins		Strand: Introduction To Computing									
Class: B9	Class Size:	Sub Strand: Technology In The Community									
Content Standard: B9.1.2.1. Demonstrate the Use of Technology in the Community		Indicator: B9.1.2.1.1. Evaluate problems in the community that can be solved with technology	Lesson: 1 of 2								
Performance Indicator: Learners can identify various portable computing devices and discuss their impact on daily life.		Core Competencies: Communication and Collaboration (CC), Digital Literacy (DL)									
New words	Portable Computing Device, Impact, Integration, Dependence										
Reference: Computing Curriculum Pg. 43											
Activities For Learning & Assessment			Resources								
Starter (5mins) Begin by asking: "How many of you checked a portable device this morning before coming to school? What did you check?" Share performance indicators and introduce the lesson. Main (35mins) Brainstorm learners to list portable computing devices they use or know about. Examples: mobile phones, smartwatches, tablets, etc. Discuss the primary functions of these devices. Divide learners into small groups, assigning each a specific portable device. Ask groups to brainstorm and list ways their assigned device affects daily life. Example:			Pictures and videos								
			Evaluating problems in the community that can be solved with technology								
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Device</th> <th>How it affects daily life.</th> </tr> </thead> <tbody> <tr> <td>Mobile Phones</td> <td>Instant Communication, Navigation Information Access, Entertainment Scheduling & Reminders, Photography & Videography</td> </tr> <tr> <td>Smartwatches</td> <td>Health Monitoring, Notifications, Hands-free Operations, GPS & Navigation, Quick Tasks</td> </tr> <tr> <td>Tablets</td> <td>Reading & Research, Education, Productivity, Entertainment, Portability</td> </tr> </tbody> </table>				Device	How it affects daily life.	Mobile Phones	Instant Communication, Navigation Information Access, Entertainment Scheduling & Reminders, Photography & Videography	Smartwatches	Health Monitoring, Notifications, Hands-free Operations, GPS & Navigation, Quick Tasks	Tablets	Reading & Research, Education, Productivity, Entertainment, Portability
Device	How it affects daily life.										
Mobile Phones	Instant Communication, Navigation Information Access, Entertainment Scheduling & Reminders, Photography & Videography										
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<p>Groups will share their findings. Discuss how life might be different without these devices, leading into a conversation about dependence on technology.</p> <p><u>Assessment</u></p> <ol style="list-style-type: none"> 1. Name two benefits of using a smartwatch. 2. How has the mobile phone changed the way we communicate? 3. Are there any drawbacks to being continuously connected through these devices? 4. How might these devices evolve in the next decade? <p>Reflection (10mins)</p> <p>Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p>		
<p>Homework/Project Work/Community Engagement Suggestions</p>		
<ul style="list-style-type: none"> • Name two benefits of using a smartwatch. • How has the mobile phone changed the way we communicate? • Are there any drawbacks to being continuously connected through these devices? • How might these devices evolve in the next decade? 		
<p>Cross-Curriculum Links/Cross-Cutting Issues</p>		
<p>None</p>		
<p>Potential Misconceptions/Learner Learning Difficulties</p>		
<p>None</p>		

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Class: B9	Class Size:	Sub Strand: Technology In The Community
Content Standard: B9.1.2.1. Demonstrate the Use of Technology in the Community		Indicator: B9.1.2.1.1. Evaluate problems in the community that can be solved with technology
		Lesson: 2 of 2
Performance Indicator: Learners can brainstorm and discuss community problems that can be addressed or alleviated using technology.		Core Competencies: Communication and Collaboration (CC), Digital Literacy (DL)
New words	Solution, Innovation, Engagement, Sustainability	
Reference: Computing Curriculum P.g. 43		
Activities For Learning & Assessment		
Starter (5mins) Start by presenting a local community problem, e.g., "There's a lot of litter in our local park." Then ask: "How might technology help address this?" Share performance indicators and introduce the lesson.		Pictures and videos
Main (35mins) Brainstorm learners to list problems they've noticed in their community. Write down these problems on the board for reference. Example: Lack of Safe Recreational Spaces, Improper Waste Disposal:, etc. Divide learners into small groups, assigning each a specific community problem from the board. Groups will brainstorm possible technological solutions for their problem. After brainstorming, each group will share their problem and proposed tech solution. Discuss the feasibility of these solutions and what it would take to implement them. Encourage critical thinking about potential challenges and how they could be overcome.		
Assessment 1. Name one community problem and a potential tech solution discussed in class. 2. How might technology help improve local transportation issues? 3. What are potential challenges in implementing tech solutions in communities? 4. How can the community be engaged in these tech-driven initiatives for better success?		Evaluating problems in the community that can be solved with technology
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		
<ul style="list-style-type: none"> • Name one community problem and a potential tech solution discussed in class. • How might technology help improve local transportation issues? • What are potential challenges in implementing tech solutions in communities? • How can the community be engaged in these tech-driven initiatives for better success? 		
Cross-Curriculum Links/Cross-Cutting Issues		
None		
Potential Misconceptions/Learner Learning Difficulties		
None		