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| **Week Ending:** | | **DAY:** | | **Subject:** Computing | | |
| **Duration: 60mins** | | | | **Strand:** Introduction To Computing | | |
| **Class:** B5 | | **Class Size:** | | **Sub Strand:** Generation Of Computers | | |
| **Content Standard:**  B5.1.1.1: Identify parts of a computer and technology tools | | | **Indicator:**  B5.1.1.1.1 -3 Describe the types of output device and identify their uses. | | | **Lesson:**  1 OF 1 |
| **Performance Indicator:**  Learners can discuss how technology is used to save lives in community and the effects of technology on the community | | | | | **Core Competencies:**  Creativity and innovation. 2. Communication and collaboration. | |
| **Teaching/ Learning Resources** | Pictures of telephone, mobile phone, radio, tablets, | | | | | |
| **References:** Computing Curriculum Pg. 11 | | | | | | |

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| **DAYS** | **PHASE 1: STARTER** | **PHASE 2: MAIN** | **PHASE 3: REFLECTION** |
|  | Get a viral picture, a trending news on twitter, Facebook, YouTube and other social media handles.  Discuss what is trending and invite learners to share their opinions on them. | Guide learners to identify types of output devices and their uses. Assist them to list them on the board as well as their uses.    Guide the learners to identify the similarities and differences between analogue and digital devices.  Present examples of analogue and digital devices to learners.  Aid them to mention other examples of analogue devices and digital devices as well as noticing the differences. | Ask learners to talk about what they have learnt.  Pose questions to learners to review their understanding of the lesson |