LESSON PLAN

2. Applications of a Computer

Teaching Objectives

Students will learn about

☞ Uses of a Computer

☞ Computers Everywhere

☞ Role of Computers in Education

☞ Impact of Computer in our Daily Lives

Teaching Plan

Number of periods: 3

While teaching this chapter, Share with the students the various uses of a computer covering drawing, painting, doing homework, doing sums, watching movies, listening to music, playing games, writing letters and stories, etc.

Share with the students the names of the places where computers are used and the reason the computers are used there covering: At home – to play games, watch movies, listen to music, send e-mails, search information, etc. In shops and restaurants – to make bills, keep a record of items bought and sold, etc. In offices – to type and print documents In schools – to make time tables and report cards, teach students, keep fee records, keep record of library books, etc.

Tell the students about have enhanced the teaching and learning process by making education very friendly and interesting.

• Computers help students find information on almost any topic.

• Computers are useful in almost every subject to students.

• Computers help students read content any time they want.

• Computers also help students understand better through interactive lessons.

• Teachers can input grades, prepare lesson plans and assessments on a computer

Share with the students how computer has impacted our daily life. Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered. Ask the students some oral questions based on this chapter.

Q. Are computers used only in schools and at homes?

Q. Name two places other than home and school where computers are used.

Q. Name some smart machines.

Q. State any two uses of computers at home / railway station / airport.

Q. State any two uses of computers in a school / bank / shop / office / hospital.

Q. explain how computers impact our daily lives

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 23 and 24 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Pages 25 of the main coursebook. Help the students to solve these questions. In Creative Assignment, activities like Fun in Lab given on Page 25 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to discuss with their parents the use of computers for:

* Controlling movement of metro trains
* Launching satellites
* Weather forecasting
* Making robots
* Making animations
* Booking tickets for movies