LESSON PLAN
Touchpad PRIME Ver 2.0
Class-1

1. What are Machines?

Teaching Objectives

Students will learn about

☞ Natural and Human-made Things

☞ Machines

☞ How do Machines Work?

Teaching Plan   **Number of periods: 3**

Encourage the students to name some things which they see around themselves.

Make them understand some of these things are natural like sun, moon, star, mountains, cat, dog, tree, boy, girl, etc. The other things are man-made like chair, table, TV, fan, pencil, eraser, board, building, washing machine, mobile, etc.

Explain to the students that machines are made by man.

Give examples of some machines around us like refrigerator, air conditioner, television, mobile, car, etc. and their use.

Share with them that computer is also a machine.

Encourage them to tell why computer is different from other machines (other machines can only do the work for which they are made but computer can do many kinds of work).

Ask the students to solve the exercise Warm Up! given on page number 7 and 9.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q.   Is computer a machine?

Q.   Name some natural things.

Q.   Name some man-made things.

Q.   Who makes machines?

Q. Are machines natural?

Q. What is the use of air conditioner / refrigerator / washing machine / television / mobile / car?

Q. What does a computer need to run?

Q. How is computer different from other machines?

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 10 and 12 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 12 in the main course book.

Take the students to the computer lab and let them practice the activity given in the Find Out, Group Task and In the Lab section on Page 13 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Show pictures of some machines (calculator, fan, sewing machine, set top box, cycle, clock, microwave, stapler, electronic toy, etc.) and ask the students what they are used for?

2. Exploring a Computer

Teaching Objectives

Students will learn about

☞ Computer- A Smart Machine

☞ Wonders of a Computer

☞ Where are Computers used?

Teaching Plan   Number of periods: 2

While teaching this chapter, tell the students that computer is a smart machine and makes out work faster and easier.

Show the students what are features of a computer covering:

• It never makes mistakes.

• It can work very fast.

• It can store many things.

• It works on the instructions we provide.

• It never gets tired.

• It can do many tasks at a time.

Tell the students about various functions of a computer covering:

• Type letters, words and sentences

• Calculate sums

- Draw and colour images
- Play games
- Watch cartoons and movies
- Play songs

While teaching this chapter, tell the students that computers are used in different places for different kinds of works.

Tell the students why computer is used:

- At home (watch movies, play games, make school projects, online shopping, etc.)
- In schools (store student records, library books record)
- In offices (maintain records)
- In hospitals (make medical reports, controlling machines while doing surgeries)
- In shops (make bills, storing details of items)

Demonstrate the students what is the difference between a compute and other machines.

Ask the students to solve the exercise Warm Up! given on page number 15.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q.   Why do we use computers?

Q.   Write the use of computer in the following places:

    a. At Home   b. In School   c. At Railway station

    d. In Hospitals   e. In Offices   f. In Shops

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 18 and 19 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 19 in the main course book.

Take the students to the computer lab and let them practice the activity given in the In the Lab section on Page 19 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to discuss with their parents and elders to learn more about what they use the computer for. Encourage the students to share some more uses of computers with the class.

3. Familiarity with Computer Parts

Teaching Objectives

Students will learn about
☞ Main Parts of a Computer
☞ Other Parts of a Computer
☞ Laptop

Teaching Plan

Number of periods: 1

Tell the students that a computer has four main parts:

• **Monitor –** looks like a television, used to see pictures, games, cartoons, alphabet, numbers and words.
• **Keyboard** – has small buttons called keys, used for typing numbers and letters.
• **Mouse** – device with long wire, two buttons and scroll wheel, used to draw pictures.
• **CPU** – stands for Central Processing Unit, fixed inside CPU box, called brain of the computer, most important part of the computer.

Share with the students that a computer has some other parts also like:

• **Speakers** – attached to computer, used to hear sounds and music stored in computer.
• **Printer** – used to print text and images on paper.

Introduce Laptop to the students and tel them its parts.

Ask the students to solve the exercise Warm Up! given on page number 25.
Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q. Name the four main parts of a computer.
Q. What is the use of Monitor / Mouse / keyboard /CPU?
Q. What does CPU stand for?
Q. What is the other name of a monitor?
Q. Expand VDU.
Q. Where is CPU fixed?
Q. Name some other parts of a computer.
Q. What is the difference between speakers and headphones if both are used to hear sounds?
Q. Give two examples of input / output / storage devices.
Q. Name two storage devices.

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 26 and 27 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 28 in the main course book.

Take the students to the computer lab and let them practice the activity given in the Find Out, Group Task and In the Lab section on Page 29 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to paste pictures of different parts of a computer in their computer notebook and write their names.

4. Exploring the Keyboard

Teaching Objectives

Students will learn about
☞ Uses of a keyboard
☞ Types of Keys

Teaching Plan   Number of periods: 3

While teaching this chapter, tell the students that keyboard is used to write on computer screen.

Show to the students that a keyboard has small buttons on it called keys.

Make the students count that a computer keyboard has 101 to 104 keys.

Tell the students that the keys on a keyboard are divided into three categories:
• Alphabet keys – 26 in number (A to Z)
• Number keys – 10 in number (0 to 9)
• Special keys – Enter, Spacebar, Backspace, etc.

Show to the students the position of various categories of keys on the keyboard.

Make the students understand that the alphabet keys (A to Z) on the keyboard are also used to write in small letters (a to z).

Share with the students that the number keys are used to type numbers and there are two sets of number keys on a keyboard.

Show to the students that there are some special keys also on the computer like:
• **Spacebar key** – longest key at the bottom, used to give blank space between letters and words.
• **Enter key** – also called Retrun key, two in number, used to move to the next line.
• **Backspace key** – used to erase what we have typed.
• **Arrow** – Show to the students the four arrow keys (up, down, left and right) on the keyboard, used to move the cursor.

Make the students understand that the cursor shows the place where the typed letters will appear.

Ask the students to solve the exercise Warm Up! given on page number 34.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q.	What are the small buttons on a keyboard called?

Q.	How many keys are there on a keyboard?

Q.	Name the categories in which the keys on a keyboard are divided into.

Q.	What are alphabet / number keys used for?

Q.	How many sets of number keys are there on the keyboard?

Q.	How many alphabet keys are there on the keyboard?

Q.	What is the use of Enter / Spacebar / Backspace key?

Q.	Name some special keys.

Q.	What is the use of arrow keys?

Q.	How many arrow keys are there?

Q.	What is a cursor?

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 35 and 36 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 36 in the main course book.

Take the students to the computer lab and let them practice the activity given in the In the Lab section on Page 36 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to paste a picture of computer keyboard in the computer notebook and label Number keys, Alphabet keys, Enter keys, Spacebar key, Backspace key and Arrow keys on it.

# 5.	Exploring the Mouse

Teaching Objectives

Students will learn about

☞	Using a Mouse

☞	Uses of Mouse

Teaching Plan

Before starting the chapter, ask the students to solve the question in Let's Plug In given on Page 43 of the main course book.

While teaching this chapter, tell the students that a mouse helps us to tell the computer what to do.

Share with the students some uses of a computer mouse.

Show to the students that the small arrow moving on the screen is called pointer.

Show to the students the correct way of holding the mouse with reference to the position of fingers and palm (shown in the main course book).

Show to the students that a computer mouse can be used for:

• Clicking – by pressing mouse buttons
• Single-clicking or Clicking – pressing and releasing left button quickly, used to select an icon.
• Double-clicking – pressing and releasing the left button twice quickly, used to open a program.
• Drag and Drop - used to move an icon from one part of the monitor screen to any other part.

Ask the students to solve the exercise Warm Up! given on page number 40.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q. What is a mouse used for?

Q. Name the pointing device.

Q. Which finger must be placed on left button / right button?

Q. Which finger must be used to scroll the wheel?

Q. Which fingers must be used to hold the sides of the mouse?

Q. Define pointing / clicking / scrolling..

Q. What is the meaning of single-click / double-click?

Q. What is single-click / double-click used for?

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 42, 43 and 44 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Pages 44 in the main course book.

Take the students to the computer lab and let them practice the activity given in the In the Lab section on Page 44 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to draw a picture of a mouse representing single-click, double click and scrolling drag & drop.

6. Let's Use Tux Paint

Teaching Objectives

Students will learn about

☞ Introduction to Tux Paint

☞ Starting Tux Paint

☞ Components of Tux Paint Window

☞ New Tool   ☞ Fill Tool

☞ Paint Tool   ☞ Shapes Tool

☞ Eraser Tool   ☞ Save Tool

Quit Tool **Teaching Plan**   **Number of periods: 3**

While teaching this chapter, tell the students that Tux Paint is a freehand drawing program designed for young children.

Demonstrate to the students the steps involved in starting Tux Paint.

Show to the students the Welcome Screen of Tux Paint with penguin as the mascot.

Familiarize the students with the window of Tux Paint showing the position and explain the use of Toolbar (contains drawing tools), Colors Palette (contains color choices), Selector (to select desired shapes) and Drawing Canvas (drawing and colouring space).

Tell the students about basic tools of Tux Paint covering:

• Paint Tool – used to draw different freehand shapes

• Shapes Tool – used to draw predefined shapes like circle, rectangle, square, triangle, etc.

• Eraser Tool – used to erase unnecessary parts of drawing

• Lines Tool – used to draw straight lines

• Quit Tool – used to come out of Tux Paint program

Demonstrate to the students the use of each of these tools.

Ask the students to solve the exercise Warm Up! given on page number 50.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q. What is Tux Paint?

Q. Name some parts of Tux Paint window.

Q. What is the use of Toolbar / Drawing canvas / Selector / Colors Palette?

Q. Name some tools of Tux Paint.

Q. What is the use of Paint /Lines / Shapes / Eraser / Quit Tool?

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 51 and 52 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 52 in the main course book.

Take the students to the computer lab and let them practice the activity given in the Find Out, Group Task and In the Lab section on Page 53 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to redraw the shapes drawn in Paint earlier in Tux Paint also.

7. Let's Use Paint

Teaching Objectives

Students will learn about
☞ Starting Paint
☞ Components of Paint Window
☞ Drawing Shapes
☞ Filling Colours
☞ Drawing Freehand
☞ Saving a Drawing
☞ Closing Paint

Teaching Plan   **Number of periods: 3**

Familiarize the students with Paint window showing Tools group, Shapes group, Colors group and Drawing Area.

Demonstrate to the students the steps to start Paint.

Tell the students about the uses of Tools group (contains tools), Colors group (contains colour options) and Shapes group (contains shapes).

Demonstrate the steps to:
• Draw straight lines using Line shape.
• Draw rectangles using Rectangle shape.
• Fill colours in closed shapes using Fill with Color tool.
• Drawing Freehand.

Demonstrate to the students the steps to save a drawing.

Show to the students the steps to close Paint.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Extension

Ask the students some oral questions based on this chapter.

Q.   What is Paint?

Q.   What is the use of Line / Rectangle shape?

Q.   What is the use of Brushes / Fill with Color tool?

Q.   How can the width of the Brush be changed?

Q.   Under which category is the Paint program listed?

Q.   Name the groups present on Paint window.

Q.   What does the Colors / Shapes / Tools group contain?

Evaluation

After explaining the chapter, let the students do the Mind Drill given on Page 61 and 62 in the main course book as Rapid Fire and Evaluation Time. Tell the students to try sections under Activity Time given on Page 62 in the main course book.

Take the students to the computer lab and let them practice the activity given in the In the Lab section on Page 62 in the main course book. This will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to draw the following shapes in Paint.