LESSON PLAN
Touchpad MODULAR Ver 2.0
Class-1

1. Computer—A Wonderful Machine

Teaching Objectives

Students will learn about

☞ Natural and Man-Made Things   ☞ What are Machines?

☞ Computer—A Wonderful Machine

Teaching Plan

While teaching this chapter, ask the students to look around themselves to identify things.

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, Washing machine, television, mobile, car, etc. and their use.

Share with them that computer is also a machine.

Tell them the various things we can do with the computer like doing sums, drawing, listening to music, watching movies, learning, etc.

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).

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 course book exercises given on Pages 10 and 11 of the main course book as Exercise.

In Creative Assignment, activities like Hands-On and In The Lab given on Page 11 of the main course book 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. Uses of a Computer

Teaching Objectives

Students will learn about

☞ Home   ☞ Schools

☞ Offices   ☞ Hospitals

☞ Railway Stations and Airports

Teaching Plan

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)
- At railway stations and airports (book tickets)

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. Are computers used only in schools and at homes?

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

Q. Why do we use computers at home / in schools / at railway stations / in offices / in hospitals?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 13 and 14 of the main course book as Exercise.

In Creative Assignment, activities like Hands-On and In The Lab given on Page 14 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
- Video game parlours

3. Parts of a Computer

Teaching Objectives

Students will learn about
☞ Monitor   ☞ CPU
☞ Mouse   ☞ Keyboard

Teaching Plan

While teaching this chapter, tell the students that just as our body has different parts like hands, eyes, brain, etc. similarly, a computer also has various parts.

Tell the students that a computer has four main parts:
- Monitor – also called Visual Display Unit (VDU), looks like a television, used to see pictures, games, cartoons, alphabet, numbers and words.
- CPU – stands for Central Processing Unit, fixed inside CPU box, called brain of the computer, most important part of the computer.
- Mouse – device with long wire, two buttons and scroll wheel, used to draw pictures.
- Keyboard – has small buttons called keys, used for typing numbers and letters.

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. Where is CPU fixed?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 18 and 19 of the main course book as Exercise.

In Creative Assignment, activities like Hands-On and In The Lab given on Page 19 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 paste pictures of different parts of a computer in their computer notebook and write their names.

4. Using the Keyboard

Teaching Objectives

Students will learn about

☞ Keys on the keyboard

☞ Number keys

☞ What is a Cursor?

☞ Alphabet keys

☞ Special Keys

Teaching Plan

While teaching this chapter, tell the students that keyboard is used to type 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, used to move to the next line.
- Backspace key – used to erase what we have typed.

show to the students the small blinking line on the screen called cursor.

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

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 a cursor?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 22 and 23 of the main course book as Exercise.

In Creative Assignment, activities like Hands-On and In The Lab given on Page 23 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 paste a picture of computer keyboard in the computer notebook and label Number keys, Alphabet keys, Enter keys, Spacebar key, Backspace key on it.

5. Using the Mouse

Teaching Objectives

Students will learn about

☞ Buttons of a Mouse

☞ Using a Mouse

☞ How to Hold a Mouse

Teaching Plan

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.

● to draw pictures.

● to play games.

- to give commands to the computer.
- to point to different things with the help of a pointer on the screen.

Make the students understand that a mouse has two buttons (left and right) and a scroll wheel at the center.

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:

- Pointing – by moving the pointer
- Clicking – by pressing mouse buttons
- Single-click or Click – pressing and releasing left button quickly, used to select an icon.
- Double-click – pressing and releasing the left button twice quickly, used to open a program.
- Right-click – pressing and releasing the right button quickly, used to display a shortcut menu.
- Dragging – moving the mouse while keeping the left button pressed, use to move objects on screen.

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 / dragging.

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

Evaluation

After explaining the chapter, let the students do the course book exercises given on Page 29 of the main course book as Exercise.

In Creative Assignment, activity like In The Lab given on Page 29 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 draw a picture of a mouse representing single-click, double click, right-click, drag.

6. Storage Devices

Teaching Objectives

Students will learn about

☞ Storing Things   ☞ Storage Devices of a Computer

Teaching Plan

While teaching this chapter, tell the students to look at the pictures in book and ask them to tell what are these things used for?

Introduce different storage objects used in daily life for storing different things.

Introduce storage devices as the parts that are used to store our work in the computer.

Share with them pictures / models of some storage devices like:

- Compact Disc (CD) – circular in shape and portable storage device
- Digital Versatile Disc (DVD) – circular in shape but with more storage capacity than CD
- Pen Drive or USB Flash Drive – having more storage capacity than DVD but less than Hard Disk
- Memory Card - a storage device which is much smaller than a pen drive or a CD.

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 parts of a computer?

Q. Which has more storage capacity: CD or DVD?

Q. Arrange in increasing order of storage capacity:

    CD   DVD   Pen   Drive

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 31 and 32 of the main course book as Exercise.

In Creative Assignment, activity like In The Lab given on Page 32 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 collect information about a modern storage device – Blue Ray Disc which looks like a CD/DVD but has much more storage capacity than the two.16.

7. Fun with Tux Paint

Teaching Objectives

Students will learn about

☞ Steps to Start Tux Paint   ☞ Components of Tux Paint Window

☞ Tools of Tux Paint

Teaching Plan

While teaching this chapter, tell the students that Tux Paint is a free drawing program designed for young children and it provides a blank canvas and a variety of drawing tools.

Tell the students about the Steps to start Tux Paint.

Tell the students about the components of Tux Paint window covering Toolbar, Colors Palette, Help Area, Selector, and Drawing Area or Canvas.

Introduce Paint tool as the tool used to draw freehand or previously defined shapes.

Demonstrate to the students the steps involved in use of Paint tool.

Make the students understand that Shapes tool is used to draw different shapes like circle, square, triangle, etc.

Show to the students the steps to use Shapes tool.

Introduce Eraser tool as the tool used to erase the unnecessary part of the drawing from the drawing canvas.

Explain the steps involved in the use of Eraser tool to the students.

Tell the students that just like in Paint, Lines tool helps students to draw straight lines.

Demonstrate to the students the steps involved in using Lines tool in Tux Paint.

Tell the students that Quit tool in Tux Paint is used to save the file and quit the program.

Explain to the students the steps involved in the use of Quit tool.

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 the use of Paint / Shapes / Eraser / Lines / Quit tool?

Q. When is Toolbar in Tux Paint window?

Q. What is the use of Selector in Tux Paint?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 37 and 38 of the main course book as Exercise.

In Creative Assignment, activity like In The Lab given on Page 38 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 draw a jungle scene in Tux Paint.

8. Scratch jr

Teaching Objectives

Students will learn about

☞ Starting ScratchJr

☞ Adding a New Character

☞ Creating a ScratchJr Window

☞ Components of ScratchJr Window

☞ Changing the Background

☞ Saving a Project

Teaching Plan

While teaching this chapter, tell the students that ScratchJr is a software which is used to create animated stories and games.

Tell the students about the steps involved in Starting ScratchJr.

Explain the Components of ScratchJr Window to the students like:

- Stage
- Change Background
- Blocks Palette
- Green Flag
- Character
- Reset Character Button
- Save Button
- Plus Button
- Block categories
- Programming Area

Explain the steps involved in the use of Adding a New Character to the students.

Tell them the steps of Changing the Background.

Demonstrate to the students the steps involved in Creating a ScratchJr Project.

Tell them the steps to save a project.

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 ScratchJr?

Q. What does Block categories mean?

Q. Name any 4 components of ScratchJr Window.

Evaluation

After explaining the chapter, let the students do the course book exercises given on Page 46 of the main course book as Exercise.

In Creative Assignment, activity like In The Lab given on Page 46 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity