

GRADE 10 COMPUTER SCIENCE LESSON PLANS - TERM 1

WEEK 1: LESSON 1

SCHOOL	LEVEL	LEARNING AREA	DATE	TIME	ROLL
	GRADE 10	COMPUTER SCIENCE			

TERM 1

Strand: 1.0 Foundation of Computer Science

Sub Strand: 1.1 Evolution of Computers

Specific Learning Outcomes: By the end of the lesson, the learner should be able to identify early computing devices.

Key Inquiry Question: What is the importance of principles and technologies in the development of computers?

Core competencies	Values	PCIs
Critical thinking, Digital literacy	Appreciation	Science and Technology

Learning Resources: Reference materials, images of early devices (Abacus, Napier's Bones).

Organisation of Learning:

Introduction (5 minutes):

Introduce the concept of "computing" meaning "to count".

Ask learners how people counted before calculators (using fingers, stones).

Lesson Development (30 minutes):

Step 1: Introduce the **Abacus** as one of the earliest counting devices. Explain its structure (beads and rods) and origin. * **Step 2:** Discuss **Napier's Bones** and how John Napier used them for multiplication.

Step 3: Introduce the **Pascaline** (invented by Blaise Pascal) as an early mechanical calculator using gears.

Step 4: Briefly mention the **Slide Rule** and its use in engineering calculations.

Step 5: Learners view images of these devices and describe their physical features.

Conclusion (5 minutes):

Review the chronological order of these devices.

Ask oral questions to check understanding of which device came first.

Extended Activities:

Research who invented the Abacus.

Teacher Self-Evaluation:

WEEK 1: LESSON 2

SCHOOL	LEVEL	LEARNING AREA	DATE	TIME	ROLL
	GRADE 10	COMPUTER SCIENCE			

Strand: 1.0 Foundation of Computer Science

Sub Strand: 1.1 Evolution of Computers

Specific Learning Outcomes: By the end of the lesson, the learner should be able to describe early computing devices.

Key Inquiry Question: How have computers evolved over generations?

Core competencies	Values	PCIs
Critical thinking, Communication	Resilience	Innovation

Learning Resources: Videos, charts, Images of Difference Engine.

Organisation of Learning: