

GRADE 10 COMPUTER SCIENCE SCHEMES OF WORK FOR TERM 1

NAME OF THE TEACHER:.....

SCHOOL:..... YEAR:.....

Week	LSN	Strand	Sub-strand	Specific Learning Outcomes	Key Inquiry Question(s)	Learning Experiences	Learning Resources	Assessment Methods	Refl
1	1	1.0 Foundation of Computer Science	1.1 Evolution of Computers	By the end of the lesson, the learner should be able to identify early computing devices.	1. What is the importance of principles and technologies in the development of computers? 2. How have computers evolved over generation?	The learner is guided to search for information on ancient and medieval computing devices (Abacus, Napier's Bone, Pascaline, Slide Rule).	Reference materials, images of early devices.	Oral questions.	
	2			By the end of the lesson, the learner should be able to describe early computing devices.		The learner is guided to discuss the Difference Engine, Analytic Engine, and Jacquard loom.	Videos, charts.	Observation schedule.	
	3			By the end of the lesson, the learner should be able to describe principle technologies that defined development of computers.		The learner is guided to search for information on vacuum tubes, transistors, and integrated circuits (IC).	Digital resources.	Written quiz.	
	4			By the end of the lesson, the learner should be able to relate the principle		The learner is guided to match different generations of	Matching charts.	Checklist.	

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				technologies to respective computer generations.		computers to their respective principal technologies.			
	5			By the end of the lesson, the learner should be able to discuss various generations of computers.		The learner is guided to discuss first, second, third, fourth, and fifth generation computers.	Presentation slides.	Group discussion.	
	6			By the end of the lesson, the learner should be able to appreciate technological advancement in the development of computers.		The learner is guided to share ideas on the technological advancement in the development of computers.	Notebooks.	Reflection journal.	
2	1		1.2 Computer Architecture	By the end of the lesson, the learner should be able to describe the functional organisation of a von Neumann computer.	What is the role of computer architecture on performance of computers?	The learner is guided to search for information on the general structure of von Neumann computer architecture (input, processing, output, storage, buses).	Digital resources, diagrams.	Oral questions.	
	2			By the end of the lesson, the learner should be able to analyse the relationships among functional elements of von Neumann		The learner is guided to illustrate organisation among functional elements (control signals,	Diagrams.	Written assignment.	