BASIC 7

WEEKLY LESSON PLAN – WEEK 5

Learning Indicator(s)	B7.3.4.1				
Performance Indicator	B7.3.4.1.2 Explore the use of open learning websites in the classroom				
Week Ending	14-10-2022				
FORM	B.S.7				
Subject	Computing				
Reference	Teacher Resource Pack, Learners Resource Pack, Curriculum.				
Teaching / Learning Resources	Personal Computer, Smart Phone, Word Chart				
CORE COMPETENCIES	Core Competencies: CI, CC, CL, CI 6.1, CC 7.4				
DAYS	PHASE 1 : STARTER	PHASE 2: MAIN	PHASE 3: REFECTION		
MONDAY 10-10-2022	Review Learners knowledge on the previous lesson	 Discuss the meaning of Open Learning with the Learners. Assist Learners to identify examples of Open Learning Website. Learners discuss Open Learning resource. Meaning of Opening learning; Open educational resources (OER) are free to use and openly licensed teaching and learning materials which can include textbooks, course reading lists, assignments, case studies, lectures and other forms of learning materials that have been produced by experts and educators in the field. Examples of Open Learning Website; Lynda. Lynda is immensely useful for those who are aiming to learn skills related to technology, business and creativity 	Core Compentencies; 1. Ability to visualise alternatives, see possibilities, and identify problems and challenges. 2. Use digital tools to create novel things.		

		 Udemy. Udemy is one of the most popular and biggest websites for online courses Khan Academy Coursera. Alison. edX Futurelearn. Udacity 	
THURSDAY 13-10-2022	Learners brainstorm to identify Open- Learning Resources.	 Discuss the uses of Open- Learning resources. Assist Learners to use Open- Learning Resources Individual Learners practice using Open Time website Open Textbooks. Open Textbooks. "Open textbooks are typically authored by faculty and published on the web with the support of universities or new commercial companies Streaming Videos. Streaming Video Open Access Journals. Open Access Journals Online Tutorials. Online Tutorials. 	Core Compentencies; 1. Ability to visualise alternatives, see possibilities, and identify problems and challenges. 2. Use digital tools to create novel things.