BASIC 7

WEEKLY LESSON PLAN – WEEK 9

Learning Indicator(s)	B7.4.1.1					
Performance Indicator	B7.4.1.1.3 Demonstrate the use of constants and variables used in programming					
Week Ending	12-11-2022					
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 08-11-2022	Discuss the meaning of Constants and Variables in Programming.	 Assist Learners to identify examples of Constants and Variables. Show Learners a presentation on how Constants and Variables are used in Programming. Guide Learners to practice using Constants and Variables. Definition of Constant: As the name implies, the constant is a value that remains constant ever. Constant has a fixed value and its value cannot be changed by any variable. Constants are represented by numbers. For example in the algebraic expression 3x + 5y = 7, where 7 is the constant we know its face value is 7 and it cannot be changed. But 3x and 5y are not constants because the variable x and y can change their value. 	Core Competencies; Explain ideas in a clear order with relevant detail, using correct construction and structure of speech.			

			Definition of Variable: A value that keeps on changing is said to be variable. Variables are often represented by an alphabet like a, b, c, or x, y, z. Its value changes from time to time. For example in the Algebraic Expression: 3x + 5y = 7 where x and y are variables that are changed according to the expression. Difference between Constant and Variables		
			Constant	Variables	
			A constant does not change its value and it remains the same forever	A variable, on the other hand, changes its value from time to time depending on the equation	
			Constants are usually represented by numbers	Variables are usually represented by alphabets	
			The face value of constants is known	The value of variables is unknown	
			For example, in the equation $3x + 4 = 7$, here 4 and 7 are constants.	For example, 5x + 3y = 6, here x and y are variables	
THURS	SDAY	Review	Engage Learners in Variables in Program	Core	
11-11-2	022	knowledge on the previous lesson.	Variables in Programming. 2. Learners brainstorm to explain the benefits of Constants and Variables in developing a Program. A constant is a data item whose value cannot change during the program's execution. Thus, as its name implies – the value is constant. A variable is a data item whose value can change during the program's execution. Thus, as its name implies – the value can vary. Variables are needed to run all but the most simple computer programs. As a program runs, it needs to hold information in its memory. This may be a number, the answer to a question or something else. Variables allow us to store, change and access this information as the program runs.		Competencies; Explain ideas in a clear order with relevant detail, using correct construction and structure of speech.

How are constants and variables important in developing program?

A program can contain many variables and constants, so it is important to give them sensible names that try to describe the item of data that they hold. The key difference between a variable and a constant is: The value stored in a variable can/may change during the running of the program

