EaD Comprehensive Lesson Plans



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Strand:	Introduction to	Sub-Strand:	Components of
	Computing		Computers and
			Computer Systems

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BASIC 8
WEEKLY LESSON PLAN – WEEK 3

	B8.1.1.1.Examine the parts of a computer			
Content Standard:				
Indicator (s)	B8.1.1.1.2. Demonstra understanding of the u of input devices (barco scanner etc.)	se		
Week Ending	27-09-2024			
Class	B.S.8 Class Size:	Duration	:	
Subject	Computing		,	
Reference	Computing Curriculur	m, Teachers Resource Pack, Le	earners Resource Pack, Textbook.	
Teaching / Learning Resources	Personal Computer, barcode, Scanner, Pictures.	Core Competencies:	 Communication and Collaboration Digital Literacy 	
DAY/DATE	PHASE 1: PH STARTER	HASE 2: MAIN	PHASE 3: REFLECTION	
TUESDAY	An tex ent Key dev key inp	1. Show Learners pictures a Poster displaying input devices. 2. Assist Learners to mentice examples on input devices. 3. Discuss the functions of indevices with the Learner devices with the Learner for using input devices. That are input devices in composite in the property of the most composite into a computer system. The most common intevice used for entering text. Incomposite in the putting, and for performing specific incomposite in the most common and very popular input device which helps to input data to the computer. Mouse. Mouse is the most popular pointing device.	Practical; Assist Individual Learners to use input devices in the classroom. Exercise; 1. State 5 examples of input devices. 2. Explain the functions of the input devices mentioned in question 1.	

		Joystick. Joystick is also a pointing device, which is used to move the cursor position on a monitor screen. Light Pen. Track Ball. Scanner. Digitizer. Microphone INPUT DEVICES OF COMPUTER Mouse Keyboard Scanner Joy stick Bar code scanner	
THURSDAY	Demonstrate using input devices in the classroom or Computer Laboratory.	 Assist Learners to use input devices to perform specific tasks in the computer laboratory or classroom. Discuss with Learners 5 advantages and disadvantages of using input devices. Using a Power Point Presentation, explain how to connect examples of input devices to the computer system. Advantages of Joystick: Easy to learn to use. Very simple design so they can be inexpensive. Disadvantages of Joystick: Control can be a bit crude as the directions in simple joysticks are limited to forward, backwards, left and right. Better models offer diagonal movement or better. Advantages of Keyboard; fast entry of new text into a document easy to use for most people easier to do verification checks as the data is entered Disadvantages of Keyboard 	Through questions and answer, conclude the lesson. Exercise; Write 2 advantages and disadvantages of the following input devices; i. Mouse ii. Keyboard iii. Scanner

Name of Teacher:	School:	District:
	Disadvantages of Mouse • can be more difficult for people with restricted hand/wrist movement • easy to damage, older version clogs up with dirt quickly • difficult to use if no flat surface is readily available (e.g. on an aeroplane)	
	 Advantages of Mouse faster way to choose an option than using a keyboard very quick way to navigate through applications and the internet doesn't need a large desk area when compared to a keyboard 	
	 can be difficult to use if the user has limited arm/wrist use slow method when compared to direct data entry fairly large device that uses up 	