# EaD Comprehensive Lesson Plans

**BASIC 7**

**WEEKLY LESSON PLAN – WEEK 2**

| Strand: | Introduction to Computing | | Sub-Strand: | | Components of Computers and Computer Systems |
|---|---|---|---|---|---|
| **Content Standard:** | B7.1.1.1. Identify parts of a computer and their uses | | | | |
| **Indicator (s)** | B7.1.1.1.2 Demonstrate understanding of the use of input devices (wireless keyboard, and mouse, light pen, Touchscreen) | | **Performance Indicator:** Learners can use basic input devices to perform tasks. | | |
| **Week Ending** | 20-09-2024 | | | | |
| **Class** | B.S.7 | **Class Size:** | | **Duration:** | |
| **Subject** | Computing | | | | |
| **Reference** | Computing Curriculum Pg. 20 | | | | |
| **Teaching / Learning Resources** | Personal Computer, keyboard, and mouse, light pen, Touchscreen. | | **Core Competencies:** | | • Creativity and innovation. • Communication and collaboration |

| DAY/DATE | PHASE 1 : STARTER | PHASE 2:    MAIN | PHASE 3: REFLECTION |
|---|---|---|---|
| **MONDAY** | Learners brainstorm to explain the meaning of an input device. Show Learners pictures of input devices. | 1. Assist Learners to identify input devices by pointing to input devices presented to the class and mentioning their names. 2. Demonstrate the use of input devices devices to the Learners whilst they observe. 3. Individual Learners are to be assisted to use input devices to perform specific functions. An **input device** is a piece of hardware used to provide data to a computer used for interaction and control.  It allows the input of raw data to the computer for processing  **Touchscreen** – is an input device that allows users to interact with a computer using their fingers. It is used widely in laptop monitors, smartphones, tablets, cash registers and information kiosks. **Keyboard** – one of the primary input devices used to input data and commands. It has function keys, control keys, arrow keys, keypad and the keyboard itself with the | Through question and answers, find out if Learners understands the lesson. Group Work; Learners in small groups to practice using basic input devices. Groups are to report to the class what they were able to use the input devices for. |

| | | letters, numbers and commands. Keyboards are connected to the computer through USB or Bluetooth.<br><br>**Mouse** – an input device used to control the cursor and coordinates. It can be wired or wireless.  It allows the user to do the following:<br>    • Move the mouse cursor<br>    • Select<br>    • Scroll<br>    • Open or execute a program<br>    • Drag-and-drop<br>    • Hover<br>**Light pen** is a light-sensitive computer input device, basically a stylus, that is used to select text, draw pictures and interact with user interface elements on a computer screen or monitor. | |
|---|---|---|---|
| **THURSDAY** | Review Learners knowledge on the previous lesson through questioning and answering. | 1. Discuss types of input devices and examples with the Learners.<br>2. Assist Learners to identify areas where different types of input devices are used.<br>3. Learners brainstorm to explain the meaning of Pointing devices and give 5 examples.<br><br>**Types of Input Devices;**<br>    • Keyboards<br>    • pointing devices<br>    • Data-Entry devices.<br>**A pointing device** is a type of input devices that allows a user to interact with a computer by moving a cursor on a monitor to select icons and trigger desired actions.<br><br>**Examples of Pointing Devices;**<br>    • Mouse.<br>    • Trackball.<br>    • Joystick.<br>    • Pointing stick.<br>    • Wii Remote.<br>    • Finger tracking.<br>    • Graphics tablet.<br>    • Stylus. | Summarize the lesson.<br><br>Ask Learners questions and answers Learners questions. |

**Name of Teacher:**                      **School:**                      **District:**