

FIRST TERM

WEEKLY LESSON NOTES

WEEK 5

Week Ending: 03-11-2023		DAY:	Subject: Computing
Duration: 60mins		Strand: Introduction To Computing	
Class: B9	Class Size:	Sub Strand: Technology In The Community	
Content Standard: B9.1.2.1. Demonstrate the Use of Technology in the Community		Indicator: B9.1.2.1.1. Evaluate problems in the community that can be solved with technology	Lesson: 2 of 2
Performance Indicator: Learners can brainstorm and discuss community problems that can be addressed or alleviated using technology.		Core Competencies: Communication and Collaboration (CC), Digital Literacy (DL)	
New words	Solution, Innovation, Engagement, Sustainability		
Reference: Computing Curriculum P.g. 43			
Activities For Learning & Assessment			Resources
Starter (5mins) Start by presenting a local community problem, e.g., "There's a lot of litter in our local park." Then ask: "How might technology help address this?" Share performance indicators and introduce the lesson. Main (35mins) Brainstorm learners to list problems they've noticed in their community. Write down these problems on the board for reference. Example: Lack of Safe Recreational Spaces, Improper Waste Disposal:, etc. Divide learners into small groups, assigning each a specific community problem from the board. Groups will brainstorm possible technological solutions for their problem. After brainstorming, each group will share their problem and proposed tech solution. Discuss the feasibility of these solutions and what it would take to implement them. Encourage critical thinking about potential challenges and how they could be overcome. <u>Assessment</u> 1. Name one community problem and a potential tech solution discussed in class. 2. How might technology help improve local transportation issues? 3. What are potential challenges in implementing tech solutions in communities?			Pictures and videos
			Progression Evaluating problems in the community that can be solved with technology

<p>4. How can the community be engaged in these tech-driven initiatives for better success?</p> <p>Reflection (10mins) Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p>		
<p>Homework/Project Work/Community Engagement Suggestions</p>		
<ul style="list-style-type: none"> • Name one community problem and a potential tech solution discussed in class. • How might technology help improve local transportation issues? • What are potential challenges in implementing tech solutions in communities? • How can the community be engaged in these tech-driven initiatives for better success? 		
<p>Cross-Curriculum Links/Cross-Cutting Issues</p>		
<p>None</p>		
<p>Potential Misconceptions/Learner Learning Difficulties</p>		
<p>None</p>		

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Duration: 60mins		Strand: Introduction To Computing
Class: B9	Class Size:	Sub Strand: Technology In The Community
Content Standard: B9.1.2.1. Demonstrate the Use of Technology in the Community	Indicator: B9.1.2.1.2. Propose solutions to the problems identified	Lesson: 1 of 2
Performance Indicator: Learners can propose tech-based solutions to address specific community challenges.		Core Competencies: Communication and Collaboration (CC), Digital Literacy (DL)
New words	Technology, Solution, Community, Innovation	
Reference: Computing Curriculum Pg. 43		
Activities For Learning & Assessment		
Resources		
Progression		
<p>Starter (5mins)</p> <p>Show a brief video or presentation that highlights a community problem solved with technology (e.g., a mobile app addressing waste collection).</p> <p>Ask learners: "What problem was addressed in the video? How did technology help solve it?"</p> <p>Share performance indicators and introduce the lesson.</p> <p>Main (35mins)</p> <p>Revise with learners to brainstorm and list problems they observe in their community. Each group presents their list to the class, and common problems are noted.</p> <p>Guide learners to propose solutions to the problems identified. Using the list of common problems, groups will now brainstorm and propose technological solutions to these problems. For example, if one problem is "lack of timely public transportation," a solution could be "a real-time bus tracking app."</p> <p>Groups should consider the feasibility of their solutions, potential challenges, and the impact on the community. Each group will then present their tech-based solutions to the class.</p> <p>Assessment</p> <ol style="list-style-type: none"> 1. Name one problem in the community you discussed today. 2. How can technology be a powerful tool in solving community challenges? 3. Provide an example of a technological solution to a community problem you've learned about today. 		
Pictures and videos		
Proposing technological solutions to the problems identified in the community.		

<p>4. Why is it important to ensure that technological solutions are accessible to everyone in the</p> <p>Reflection (10mins) Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p> <p>Highlight the significance of technology in modern problem-solving and the potential it holds for community betterment. Encourage learners to stay curious and consider tech-based solutions to challenges they encounter in their lives.</p>		
<p>Homework/Project Work/Community Engagement Suggestions</p>		
<ul style="list-style-type: none"> • Ask learners to interview family members or neighbors about problems they face in the community that might be addressed with technology. • Learners can then draft a brief proposal on how they would tackle one of these problems using a tech solution. 		
<p>Cross-Curriculum Links/Cross-Cutting Issues</p>		
<p>None</p>		
<p>Potential Misconceptions/Learner Learning Difficulties</p>		
<p>None</p>		