TERM THREE
WEEKLY LESSON NOTES – B7
WEEK 3

Week Ending: 30th SEPT, 2022	**DAY:**	**Subject:** Computing	
Duration: 50mins		**Strand:** Communication Networks	
Class: B7	**Class Size:**	**Sub Strand:** Introduction to Programming	
Content Standard: B7.4.1.1.1 understanding of the concept of programming	**Indicator:** B7.4.1.1.1 Demonstrate the correct use of programming terminologies		**Lesson:** 1 of 2
Performance Indicator: Learners can use of programming terminologies correctly		**Core Competencies:** CI 6.3: DL5.1:	
Reference: Computing Curriculum P.g. 19			
Keywords: Algorithm, source code, compiler, data type, variable, constant, conditional, array, loop, function, class			

Activities For Learning & Assessment	**Resources**	**Progression**
Starter (5 mins) Ask learners questions to review what they already know about programming. • What makes your computers and phone work? • Do you know how your favorite game was developed? Share performance indicators and introduce the lesson. ***Main (35 mins)*** Guide learners to list the terminologies relating to programming to aid recall. E.g. algorithm, source code, compiler, etc. In groups, learners explain each of the terminologies listed above. • Algorithm is a set of steps used to complete a specific task. They are the building blocks for programming, and they allow things like computers, smartphones and websites to function and make decisions. • Source code is the list of human-readable instructions that a programmer writes (in word processing program) when he is developing a program. • Compiler is a special program that translates a programming language's source code into machine code. It is written high level, human readable language such as Java or C++. Develop a puzzle or game that will aid understanding the concept of programming. <u>Assessment</u> Explain the following as used in programming. i. loop, ii. function,	Pictures and videos	List the programming terminologies in alphabetical order or grouping to aid recall. Explain each of the terminologies.

iii. class ***Reflection*** ***(10 mins)*** Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson.		
Homework/Project Work/Community Engagement Suggestions		
• List and explain, with practical examples, the terminologies relating to programming in alphabetical order		
Cross-Curriculum Links/Cross-Cutting Issues		
None		
Potential Misconceptions/Student Learning Difficulties		
Learners may not easily understand the concepts and terminologies under programming		

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Activities For Learning & Assessment	**Resources**	**Progression**
Starter (5 mins) Ask learners questions to review what they already know about programming. • What makes your computers and phone work? • Do you know how your favorite game was developed? Share performance indicators and introduce the lesson. ***Main (35 mins)*** Guide learners to list the terminologies relating to programming to aid recall. E.g. data type, variable, conditional array, etc. In groups, learners explain each of the terminologies listed above. • Data type is a classification that specifies which type of value a variable has and what type of mathematical, relational or logical operations can be supplied to it without causing an error. Types of data include integral, floating point, character string and composite types • Variable is a value that can change, depending on conditions or on information passed to the program. • Loop is a sequence of instructions that is continually repeated until a certain condition is reached. Develop a puzzle or game that will aid understanding the concept of programming. <u>Assessment</u> Explain the following as used in programming. i. constant, ii. algorithm, iii. compiler ***Reflection (10 mins)***	Pictures and videos	List the programming terminologies in alphabetical order or grouping to aid recall. Explain each of the terminologies.

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