



# Dubai International Private School -Br



**DIPS**, in partnership with parents and community, strives to ensure all students are digitally literate, lifelong learners, productive citizens and nurture their well-being in an inclusive learning environment.

## Computer Department

Semester: 1

2024 – 2025

<b>Grade Level</b>	Grade 1	<b>Subject: computer</b>		
<b>Teacher(s) Name</b>	Ruba Fayez Qasem			
<b>Textbook</b>	Digichamps Book , DigiPro Book			
Week #	Dates		Lesson Title / Pages	CCSS / NGSS Code
1	26 Aug	30 Aug	Digichamps Book Unit: 1 Introduction to Computing Devices  1. Describe types of computing devices.	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)  CCSS -11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instruction
			DigiPro Book Welcome back to school, ScratchJR Software. Create the welcome back page using ScratchJR software.	
2	2 Sept	6 Sept	Digichamps Book Unit: 1 Introduction to Computing Devices  2. Recognize different screen types.	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)  CCSS -11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instruction
			DigiPro Book Unit 1 Let's Start Programming  1. program a character to move in the left and right direction.	



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3	9 Sept	13 Sept	<p>Digichamps Book</p> <p>Unit: 1   Sprint: 1.2</p> <p>Parts of a Computer</p> <ol style="list-style-type: none"> <li>1. Explain different parts of the computer.</li> <li>2. Analyze different parts of the laptop.</li> </ol> <p><del>DigiPro Book</del></p> <p>Unit 1 Let's Start Programming</p> <ol style="list-style-type: none"> <li>1. program a cat character to move by more than one step.</li> <li>2. sequence the blocks as per the required task.</li> </ol>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</p> <p>CCSS -11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instruction</p>
4	16 Sept	20 Sept	<p>Digichamps Book</p> <p>Unit: 1   Sprint: 1.2</p> <p>Parts of a Computer</p> <ol style="list-style-type: none"> <li>3. Illustrate various parts of smartphones and tablets and their functions.</li> </ol> <p><del>DigiPro Book</del></p> <p>Unit: 1   Sprint: 1.2 Events</p> <ol style="list-style-type: none"> <li>1. Explore Event blocks.</li> </ol>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</p> <p>CCSS -12 Develop plans that describe a program's sequence of events, goals, and expected outcomes</p>



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5	23 Sept	27 Sept	<p>Digichamps Book</p> <p>Level: 01   Unit: 1   Sprint: 1.3</p> <p>Safety Measures</p> <p>1. Discuss the best practices for handling various computing devices.</p> <hr/> <p>DigiPro Book</p> <p>Unit: 1   Sprint: 1.2 Events</p> <p>1. Differentiate between blocks and block categories</p>	<p>CCSS-06 Use electrical devices safely and in moderation (e.g., unplug devices by pulling the plug rather than the cord, do not mix water/food and electric devices, avoid gaming and walking).</p> <p>CCSS -12 Develop plans that describe a program's sequence of events, goals, and expected outcomes</p>
6	30 Sept	4 Oct	<p>Digichamps Book</p> <p>Unit: 1   Sprint: 1.3</p> <p>Safety Measures</p> <p>3. Practice the correct methods of turning the computing devices on and off.</p> <hr/> <p>DigiPro Book</p> <p>Unit: 1   Sprint: 1.3</p> <p>Moving Around</p> <p>1. Arrange blocks to move the cat up and down.</p>	<p>CCSS-06 Use electrical devices safely and in moderation (e.g., unplug devices by pulling the plug rather than the cord, do not mix water/food and electric devices, avoid gaming and walking).</p> <p>CCSS -12 Create programs with sequences of commands and simple loops, to express ideas or address a problem.</p>



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7	7 Oct	11 Oct	<p>Digichamps Book</p> <p>Unit: 1   Sprint: 1.4</p> <p>Keyboard and Mouse</p> <ol style="list-style-type: none"> <li>1. Describe different types of keys on a computer keyboard and their functionalities.</li> </ol> <hr/> <p>DigiPro Book</p> <p>Unit: 1   Sprint: 1.3</p> <p>Moving Around</p> <ol style="list-style-type: none"> <li>1. Explore blocks in the Motion category</li> </ol>	<p>CCSS-07 Care for devices appropriately (e.g., handling devices gently, completely shutting down devices when not in use, storing devices in the appropriate container).</p>
8	14 Oct	18 Oct	<p>Digichamps Book</p> <p>Unit: 1   Sprint: 1.4</p> <p>Keyboard and Mouse</p> <ol style="list-style-type: none"> <li>2. Demonstrate the use of the mouse to work on the computer.</li> <li>3. Describe the working of the touchpad on a laptop.</li> </ol>	<p>CCSS-07 Care for devices appropriately (e.g., handling devices gently, completely shutting down devices when not in use, storing devices in the appropriate container).</p>
9	21 Oct	25 Oct	<p>Solve the unit Questions</p> <hr/>	



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			<p>Digibro Book</p> <p>Unit: 2   Sprint: 2.1</p> <p>Characters and Backgrounds</p> <p>1. Add different characters to the stage.</p>	
10	28 Oct	1 Nov	<p>DigiChamps Book</p> <p>Unit: 2   Sprint: 2.1</p> <p>Technology and Us</p> <p>2. Explain the benefits and harmful effects of technology.</p> <hr/> <p>Digipro Book</p> <p>Unit: 2   Sprint: 2.1</p> <p>Characters and Backgrounds</p> <p>1. Delete a character from the stage.</p>	<p>CCSS -09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
11	4 Nov	8 Nov	<p>DigiChamps Book</p> <p>Unit: 2   Sprint: 2.1</p> <p>Technology and Us</p> <p>1. Compare technology used in the past with the one used at present.</p> <hr/> <p>DigiPro Book</p> <p>Unit: 2   Sprint: 2.2</p> <p>Running a Race</p>	<p>CCSS-08 Operate a variety of computing systems (e.g., turn on, use input/output devices such as a mouse, keyboard, or touch screen; find, navigate, launch a program).</p> <p>CCSS-06 Identify and describe key elements in the mature performance of overhand, sidearm, and underhand throwing; catching; kicking/punting; striking; trapping; dribbling (hand and foot); and volleying</p>



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			2. Add text to the image.	
12	11 Nov	15 Nov	<p>DigiChamps Book Unit: 2   Sprint: 2.2</p> <p>Using the Computer and its Applications</p> <p>1. Interpret various ways of dealing with an application.</p> <hr/> <p>DigiPro Book Revise the skills</p>	<p>K-2.CS.2 Compare how people lived and worked before and after the adoption of new computing technologies.</p>
13	18 Nov	22 Nov	<p>DigiChamps Book</p> <p>Unit: 2   Sprint: 2.2</p> <p>Using the Computer and its Applications</p> <p>2. Explain the importance of passwords.</p> <p>3. Execute logging in and out of the system.</p> <p>Digipro Book</p> <p>Running a Race</p> <p>1. Program a race between two characters</p>	<p>K-2.CS.2 Compare how people lived and worked before and after the adoption of new computing technologies.</p> <p>CCSS-06 Identify and describe key elements in the mature performance of overhand, sidearm, and underhand throwing; catching; kicking/punting; striking; trapping; dribbling (hand and foot); and volleying</p>
14	25 Nov	29 Nov	DigiChamps Book	CCSS-12 Develop plans that describe a program's



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			<p>Solve the unit questions</p> <hr/> <p>Digipro Book</p> <p>Unit: 2   Sprint: 2.3</p> <p>Let Us Paint</p> <p>1. to draw a character.</p>	<p>sequence of events, goals, and expected outcomes.</p>
15	2 Dec	6 Dec	<p>DigiChamps Book</p> <p>Unit: 3 sprit : 3.1 Search the Internet</p> <p>1. Describe the concept of a search engine, website, and webpage.</p>	<p>K-2.CS.2</p> <p>Explain what passwords are and why we use them and use strong passwords to protect devices and information from unauthorized access</p> <p>CCSS-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p>
			<p>DigiPro Book</p> <p>Unit: 2   Sprint: 2.3</p> <p>Let Us Paint</p> <p>1.open and use the paint editor.</p>	
16	9 Dec	13 Dec	<p>DigiChamps Book</p> <p>Unit: 3 sprit : 3.1 Search the Internet</p> <p>2. Define hyperlinks and explain their uses.</p>	<p>K-2.CS.2</p> <p>Explain what passwords are and why we use them and use strong passwords to protect devices and information from unauthorized access</p> <p>CCSS-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p>
			<p>DigiPro Book</p> <p>Unit: 2   Sprint: 2.3</p>	



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			Let Us Paint 1. to draw different shapes, curved lines, straight lines.	
17	6 Jan	10 Jan	Solve the unit questions	
18	13 Jan	17 Jan	<b>Final Exams</b>	
19	20 Jan	24 Jan	<b>Final Exams</b>	