





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

Semesu	er: 1		2024 – 2025		
Grade Level		2	Subject: Computer		
Teacher(s) Name		Ruba Fayez Qasem			
Textbo	ok	DigiChamps Book , DigiPro Book			
Week #	Dates		Lesson Title / Pages	CCSS / NGSS Code	
1	26 Aug	30 Aug	DigiChamps Book Unit 1 Computer and UsSprint 1.1 Solving Problems DigiPro Book Create the welcome back to school page using ScratchJR Software	K-2.CS.3 Describe basic hardware and software problems using accurate terminology. CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information	
2	2 Sept	6 Sept	DigiChamps Book Sprint 1.2 Working with Information DigiPro Book Unit1 Moon and Stars Sprint 1.1 Set up the Stage 1. draw a background for the project. 2. draw a sprite 3. move the sprites to create different phases of the moon.	K-2.CS.3 Describe basic hardware and software problems using accurate terminology. K-2.CT.e.1 Describe how models represent a real-life system (e.g., globe, map, solar system, digital elevation model, weather map).	
3	9 Sept	13 Sept	DigiChamps Book Sprint 1.2 Working with Information	K-2.CS.3 Describe basic hardware and	







			DigiPro BOOK Sprint 1.2 Waxing and Waning 1. understand movement.	software problems using accurate terminology. K-2.DTC.a.2 Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., Space Bar, Shift, Delete).
4	16 Sept	20 Sept	DigiChamps Book Solve the unit questions DigiPro Book Sprint 1.2 Waxing and Waning 2. begin the program.	K-2.DTC.a.2 Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., Space Bar, Shift, Delete).
5	23 Sept	27 Sept	DigiChamps Book Solve the unit questions DigiPro Book Sprint 1.3 To the Stars	K-2.DTC.a.2 Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., Space Bar, Shift, Delete).
6	30 Sept	4 Oct	DigiChamps Book Unit 2 Internet and Safety 2.1 Using Web Browsers DigiPro Book Solution to Exercise Questions	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies. CCSS-07 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
7	7 Oct	11 Oct	DigiChamps Book Unit 2 Internet and Safety 2.1 Using Web Browsers DigiPro Book Unit 2Number Line 41 Sprint 2.1 Set the Number Line 1. create a number line.	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies.







			DigiChamps Book 2.2 Online Safety	K-2.IC.18
8	14 Oct	18 Oct _		Compare how people lived and worked before and after the adoption of new computing
			DigiPro Book Unit 2Number Line 41 Sprint 2.1 Set the Number Line 1. create a number line.	technologies.
9	21 Oct	25 Oct	DigiChamps Book 2.2 Online Safety	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies. CCSS-09 Model the way programs store
			DigiPro Book Sprint 2.2 Move the Pointer	and manipulate data by using numbers or other symbols to represent information.
10	28 Oct	1 Nov	DigiChamps Book Solve the unit Questions	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies.
			DigiPro Book Sprint 2.3 Send Messages	CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
11	4 Nov	8 Nov	DigiChamps Book Solve the unit Questions	
			DigiPro BOOK Solve the unit questions	
12	11 Nov	15 Nov	DigiChamps Book Unit 1 lesson 1 understanding computer.	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies. CCSS-09 Model the way programs store and manipulate data by using
			DigiPro Book	
			Unit 3 Seasons	1 3,







			Sprint 3.1 Stamp 1. make an animation that shows different seasons of the year. 2. create copies of a character on the same page.	numbers or other symbols to represent information.
13	18 Nov	22 Nov	DigiChamps Book Unit 1 lesson 1 understanding computer. DigiPro Book Unit 3 Seasons Sprint 3.1 Stamp 3. use stamps. 4. create characters using your face	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies. CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
14	25 Nov	29 Nov	DigiChamps Book Unit 1 lesson 1 understanding computer. DigiPro Book Record Sound 1. add sound to your project	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies. CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
15	2 Dec	6 Dec	DigiChamps Book Unit 1 lesson 1 understanding computer. DigiPro Book Record Sound 2. run two tasks on the same page at the same time and for the same characters.	K-2.IC.18 Compare how people lived and worked before and after the adoption of new computing technologies.
16	9 Dec	13 Dec	DigiChamps Book Solve the unit questions	







17	6 Jan	10 Jan	DigiChamps Book Solve the unit questions DigiPro Book Solve the unit questions	CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
18	13 Jan	17 Jan	Final Exams	
19	20 Jan	24 Jan	Final Exams	