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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**

Grade Level	3	Subject: Computer
Teacher(s) Name	Ruba Qasem	
Textbook	**"DigiChamps" and "DigiPro"**	

Week #	Dates		Lesson Title / Pages	CCSS / NGSS Code
1	26 Aug	30 Aug	**DigiChamp Computing Devices** Sprint 1.1- Computing System ● **differentiate between hardware and software.** ● **identify and categorize the internal components of a computer.** **DigiPro** **Getting Started** Sprint 1.1 – Introduction to Scratch ● **add pages, swap pages, delete pages.** ● **add twinkling effects.** ● **add the next page block.**	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.
2	2 Sept	6 Sept	**Computing Devices** **Sprint 1.1- Computing System** ● **differentiate between hardware and software.** ● **identify and categorize the internal components of a computer.** **DigiPro** Sprint 1.1 – Introduction to Scratch ● identify different parts of the Scratch interface. ● explain the functionality of each component. ● move and turn a sprite. ● create their first program.	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.
3	9 Sept	13 Sept		Demonstrate how computer hardware and

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			DigiChamps **Computing Devices** **Sprint 1.2- Using the Computer**	software work together as a system to accomplish tasks.
			DigiPro Sprint 1.2 – Interface ● identify different parts of the Scratch interface; ● explain the functionality of each component; ● move and turn a sprite; ● create their first program.	
4	16 Sept	20 Sept	DigiChamps **Computing Devices** **Sprint 1.2- Using the Computer**	Demonstrate how computer hardware and software work together as a system to accomplish tasks.
			DigiPro Sprint 1.2 – Interface ● move and turn a sprite; create their first program	
5	23 Sept	27 Sept	**DigiChamps Book** **Internet and Emailing** **Sprint 2.1- Internet** search the web. implement tabbed browsing.	Describe physical and digital security measures for protecting personal information.
			DigiPro Sprint 1.3 – Save and Share Save the project	
6	30 Sept	4 Oct	**DigiChamps** **Internet and Emailing** **Sprint 2.1- Internet** infer the concept of URL of a website. interpret the location of the address bar.	Describe physical and digital security measures for protecting personal information.
			DigiPro Sprint 1.3 – Save and Share	
7	7 Oct	11 Oct	**Digichamps** **Internet and Emailing** **Sprint 2.1- Internet** infer the concept of URL of a website. interpret the location of the address bar.	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over

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			DigiPro Sprint 2.1 - Storyboard	networks and the Internet, and reassembled at the destination.
8	14 Oct	18 Oct	**Internet and Emailing** **Sprint 2.1- Emailing** ● **identify various types of email providers.** ● **understand email addresses and associate username with email provider.** ● **set up a Gmail account.** ● **distinguish components of Gmail** **DigiPro – The Stage** Sprint 2.2 -Sprites	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the Internet, and reassembled at the destination.
9	21 Oct	25 Oct	**DidiChamps** **Internet and Emailing** **Sprint 2.1- Emailing** **DigiPro – The Stage** Sprint 2.2 – Sprites ● identify the stage components of the Scratch interface. ● add new sprites. ● choose sprites from library. ● paint sprites. ● change the size and position of the sprite. ● program multiple sprites. ● determine the use of different sprites.	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the Internet, and reassembled at the destination.
10	28 Oct	1 Nov	**Digichamps** **Internet and Emailing** Sprint 2.1- Emailing **DigiPro – The Stage** Sprint 2.3 – Backdrop ● identify the options for selecting a backdrop. ● add new backdrops. ● choose backdrops from library. ● paint backdrops. ● determine the use of different backdrops.	Create patterns to protect information from unauthorized access.

11	4 Nov	8 Nov	**Digichamps** **What is 3D Printing?** **Sprint 3.1 – 2D vs 3D shapes** **DigiPro – The Stage** Sprint 2.3 – Backdrop ● choose backdrops from library. ● paint backdrops. ● determine the use of different backdrops.	Use an iterative process to plan and develop a program by considering the perspectives and preferences of others.
12	11 Nov	15 Nov	**DigiChamps** **What is 3D Printing?** **Sprint 3.1 – 2D vs 3D shapes**	Use an iterative process to plan and develop a program by considering the perspectives and preferences of others.
13	18 Nov	22 Nov	**DigiPro – The Stage** Sprint 3.1 – Events ● trigger movement and turns. ● differentiate between the different events blocks. ● demonstrate their knowledge about the techniques used to move a sprite. ● program using two event blocks.	Use an iterative process to plan and develop a program by considering the perspectives and preferences of others.
14	25 Nov	29 Nov	**DigiPro – The Stage** Sprint 3.1 – Events ● trigger movement and turns; ● differentiate between the different event blocks; ● demonstrate their knowledge about the techniques used to move a sprite; ● program using two event blocks.	Use an iterative process to plan and develop a program by considering the perspectives and preferences of others.
15	2 Dec	6 Dec	**DigiChamps Book** **Unit 1 lesson 1** **Computer Systems** ▪ **Computer hardware components** ▪ **Differentiate the automatic and manual input tools** **DigiPro – Hide and seek Game** Sprint 3.2 – Hide and Show	Use an iterative process to plan and develop a program by considering the perspectives and preferences of others.
16	9 Dec	13 Dec	**DigiChampsBook**	Observe intellectual property rights and

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			Unit 1 lesson 1 **Computer Systems** ▪ **Computer hardware components** ▪ **Differentiate the automatic and manual input tools** **DigiPro – Hide and seek Game** Sprint 3.2 – Hide and Show	give appropriate attribution when creating, remixing, or combining programs.
17	6 Jan	10 Jan	DigiGuest Book Unit 1 lesson 1 Computer Systems ▪ Computer hardware components ▪ Differentiate the automatic and manual input tools **DigiPro – Hide and seek Game** Sprint 3.3 – Sound on CLick	Observe intellectual property rights and give appropriate attribution when creating, remixing, or combining programs.
18	13 Jan	17 Jan	**DigiPro – Hide and seek Game** Sprint 3.3 – Sound on Click	Observe intellectual property rights and give appropriate attribution when creating, remixing, or combining programs.
Note: • Winter break is from December 11 to Jan 1				