


## WEEKLY LESSON PLAN – B7

## WEEK 6

<b>Strand</b> : Introduction to computing		<b>Class</b> : B7	
<b>Sub Strand</b> : Technology in the community		<b>Duration</b> : 50 mins	
<b>Content Standard</b> : B7.1.2.1. Demonstrate the use of Technology in the community.		<b>Date</b> :	
<b>Indicators</b> : B7.1.2.1.5. Propose environmentally responsible practices that can be used to reduce the negative impact of computers and computer use on the environment		<b>Day</b> :	
<b>Key words</b> :6			
<b>Activities For Learning &amp; Assessment</b>	<b>Equipment/Reso urces</b>	<b>Learners Resource Page Ref.</b>	<b>Progression</b>
<p><b>Starter (5 mins)</b></p> <p>Recap with learners to review their understanding in the previous lesson.</p> <p>Share performance indicators and introduce the lesson.</p> <p><b>Main (35 mins)</b></p> <p>Bring pictures of energy-efficient gadgets or devices to class e.g. energy saving light bulbs, energy-efficient cooking stoves, toilet water saver, solar chargers, energy saving shower heads etc. to class.</p> <p>Guide learners to discuss in groups and present to the whole class examples of energy-efficient devices and techniques.</p> <p>Revise with learners on the negative impact of computers and computer use on the environment.</p> <p>Example: Negative effects – resource depletion ,pollution, privacy and security etc</p>	Manila card, flipchart, surfing the internet for solutions		Proposing environmentally responsible practices that can be used to reduce the negative impact of computers and computer use on the environment

<p>Guide learners to discuss how the negative effects identified can be reduced. Example: avoid wasting electricity, avoid wasting paper, dispose of old equipment responsibly</p> <p>Guide learners to evaluate environmentally responsible practices.</p> <p>Put learners in groups to propose measures to effectively manage e-waste in a particular environment (e.g. Agbogbloshie).</p>  <p><b>Reflection (10 mins)</b> 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>			
<b>Homework/Project Work/Community Engagement Suggestions</b>			
<ul style="list-style-type: none"> <li>Identify any two negative effect of computers on the environment.</li> <li>State two ways of reducing the negative effects identified.</li> </ul>			
<b>Cross-Curriculum Links/Cross-Cutting Issues</b>			
<b>Potential Misconceptions/Student Learning Difficulties</b>			
<ul style="list-style-type: none"> <li>Learners may have a problem browsing the internet in areas with weak network reception.</li> <li>Learners experiencing challenges with various websites may need assistance when browsing the internet and using the technology tools.</li> <li>Learners may not appreciate that the internet is also a technology tool.</li> </ul>			



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<b>Sub Strand:</b> Technology in the community	<b>Duration :</b> 50 mins		
<b>Content Standard:</b> B7.1.2.1. Demonstrate the use of Technology in the community.	<b>Date :</b>		
<b>Indicators:</b> B7.1.2.1.6. Create a component from disposed computer parts.	<b>Day :</b>		
<b>Key words:</b> 6			
<b>Activities For Learning &amp; Assessment</b>	<b>Equipment/Resources</b>	<b>Learners Resource Page Ref.</b>	<b>Progression</b>
<p><b>Starter (5 mins)</b></p> <p>Recap with learners to find out what they already know about computer recycling.</p> <p>Share performance indicators and introduce the lesson.</p> <p><b>Main (35 mins)</b></p> <p>Guide learners to explain the meaning of computer recycling. <i>Computer recycling is the disassembly and separation of components and raw materials of waste electronics.</i></p> <p>Learners to discuss the importance of computer recycling.</p> <p>Task learners to collect and bring disposed computer/electronic parts from the community to school.</p> <p>Lead learners to create a component from the disposed computer parts.</p> <p>Have learners watch a video/picture depicting the recycling of computer parts.</p>	Manila card, flipchart, surfing the internet for solutions		<p>Demonstrating the use of Technology in the community.</p> <p>Creating a component from disposed computer parts.</p>

<p><b>Reflection (10 mins)</b> 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>Ask learners how the lesson will benefit them in their daily lives.</p>			
<b>Homework/Project Work/Community Engagement Suggestions</b>			
Learners to create a component from disposed computer parts.			
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