**Week: One**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** DRAWING WITH PAINT ARTISTS

SUB-Topic (s):

1.Draw Geometrical Figures (Lines, Eclipse and Rectangles)

2. Draw Objects with Freehand

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. draw geometrical figures(lines, ellipses and rectangles).

2. do freehand drawing of objects and figures.

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

A functional computer system with Paint Artist software (or Corel Draw) installed.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class

CONTENT OF THE LESSON

DRAWING A LINE

*To draw a line:*

1. Click the line tool.

2. To draw the line, drag the pointer.

Draw a perfectly horizontal, vertical, or diagonal line.

DRAWING A RECTANGLE

*To draw a rectangle*

1. Click on the rectangle tool.

2. Drag from the upper end to the lower end of the page.

3. Go back to the pick tool and then the rectangle tool.

Draw and paint a rectangle.

DRAWING A CIRCLE

*To draw a circle:*

1. Click the ellipses tool.

2. Click and draw on the page to produce a circle.

Draw and paint a circle.

FREEHAND DRAWINGS

Draw objects like boxes, fish, tins, cow, fan, cars etc using freehand.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2:Teacher introduces the new topic.**

**Step3:Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

1. Draw geometrical figures (lines, ellipses and rectangles).

2. Do freehand drawing of objects and figures.

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils’ notes.**

**Week: TWO**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** COMPUTER AND THE SOCIETY

SUB-Topic (s):

1. Small Scale Applications of Computer in the Society

2. Large Scale Applications of Computer in the Society

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. mention small scale application of computer in the society;

2. mention large scale application of computer in the society

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

1. Digital watch

2. Automatic door lock

3. Auto pilot

4. Picture Charts

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class

CONTENT OF THE LESSON

INTRODUCTION

Computer and computer applications are used in various aspects of human activity. In fact, most professions have application software written specifically for them to solve certain tasks.

Architects have the AUTOCAD software that aid in the design of building and other structures.

**SMALL SCALE APPLICATION OF COMPUTER IN THE SOCIETY**

1. Digital Wrist watches replacing clock.

2. Word Processing replacing manual typewriting.

3. Automatic door locks replacing manual locks.

4. Automatic Gates in houses replacing manual gates.

5. Automatic traffic control system replacing human traffic wardens.

6. Computer Desktop Publishing in printing presses to reduce pre-press processes.

7. CAT – Scan replacing X – Ray.

8. Computer aided graphic designing replacing manual drawings.

9. Computer aided architectural designs replacing manual drawings.

10. Computer aided animation in the entertainment and TV broadcasting.

11. Video Projection for presentation replacing manual papers.

12. Digital and Video phones replacing analogue telephones.

**LARGE SCALE APPLICATIONS OF COMPUTER OF THE SOCIETY**

1. Auto pilot used in airplanes.

2. Satellite communications like CNN, Weather Forecasting, TV Broadcasting.

3. Office Automation like Word Processing Electronic mail, Internet.

4. Space Shuttle

5. Robotics in engineering.

6. Automatic Teller Machine used to withdraw money.

7. Global electronic air ticketing system.

8. Global Telephone and GSM Communication.

9. Oil Exploration and Drilling Operations.

10. Computer Chips Manufacturing firms.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2:Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

1. Mention small scale application of computer in the society;

2. Mention large scale application of computer in the society.

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils notes.**

**Week: THREE**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** CAREER OPPORTUNITIES IN COMPUTING

SUB-Topic (s):

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. List career opportunities associated with computer usage;

2. Mention their future career.

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

1. functional computer system.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class

INTRODUCTION

There are various career opportunities in the computer or IT profession as it is commonly referred to now as every area of human activity use it.

Also, most engineering based products have one computer – based device or another working inside it.

CAREERS OPPORTUNITIES IN COMPUTER

There are many careers opportunities in computer, these include:

1. Teacher

To teach at primary, secondary and tertiary levels.

2. Computer Programming

To write computer programs.

3. Computer Engineering

To assemble and repairs computers.

4. Computer Analysts

To determine programs inside computers.

5. Hardware Maintenance and Support

To service computers.

6. Business Analyst

Offer computer solutions to business problems.

7. Database Management Support

To take care of data stored.

8. Telecommunications Engineers

To take of mobile phones, masts and other equipment.

9. Computer Operations

Computer operator, data entry clerk, librarian, etc. that work daily with the computer.

10. Computer Auditing

To check that the use of the computer is correct.

11. Computer Security

To ensure protection of computer and data.

12. Linguists

To write technical and user manuals in different languages.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2: Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils’ questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

1. List five (5) career opportunities associated with computer usage;

2. Mention their future career.

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils’ notes.**

**Week: FOUR**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** MISUSE OF COMPUTER

SUB-Topic (s): Area Where Computers have been Misuse

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. Identify ways of misusing computer;

2. List ways of misusing computers.

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

functional computer system.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class.

INTRODUCTION

AREAS OF COMPUTER MISUSE

There are however many areas where computer has been used for wrong or negative things. These are include:

1. Piracy

Computer software are written by computer programmers for sale. However, a lot of users simply get copies of software from friends and colleagues for use on their system without paying for it.

2. Job losses

As a result of the fact that many operations are now done by the computer, people who are not literate in computer use are likely to lose their jobs.

3. Invasion of privacy

Many people now have access to the Internet and have email addresses. It is now common to receive emails from people or companies you don’t know anything about trying to pass information or sell something to you.

4. Fraud

Goods and services are sold and bought on the internet. We need to know the people we deal with. Otherwise, goods or services purchased many never be delivered as it may be a fraud.

5. Stealing

People can steal password and withdraw money from bank accounts through the ATM machine or the internet.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2: Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils’ questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

1. Identify ways of misusing computer

2. List ways of misusing computers.

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils’ notes.**

1. Identify ways of misusing computer

2. List ways of misusing computers.

**Week: FIVE**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** CARING FOR COMPUTER HARDWARE

SUB-Topic (s):

1. Caring for Computer Systems

2. Ways of Caring for Computer Systems

3. Reasons for Caring for Computer Systems

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. List ways of caring for computer or list ways of taking good care of a computer system;

2. Mention ways of caring for computer monitor and keyboards;

3. State reasons for taking care of computers; list ways of protecting computers.

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

computer system, ups, stabilizer, monitor, table, fan, air conditionings, hard disk, Neat duster, Cotton, Wool, Furniture, Spirit, Antivirus CD, etc.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class.

**INTRODUCTION**

Hardware is the physical computer equipment that we can see and touch. They include:

1. The input devices such as a mouse and keyboard, the processing device like system unit.

2. The output device like printers and video display units (VDU).

3. Other hardware includes speaker, scanner, microphone and joystick.

**STEPS FOR CARING FOR COMPUTER HARDWARE**

1. Position the computer properly.

2. Keep in an appropriate (air conditioned) environment.

3. Make use of UPS and stabilizer.

4. Avoid liquid dropping into the system.

5. Avoid food particles.

6. Use dust covers.

7. Unplug the system when not in use for long.

**REASONS FOR TAKING CARE OF COMPUTER**

1. Avoid damages.

2. Protect the system.

3. Prolong the life of the files in the system.

4. Make the user comfortable for maximum efficiency.

**WAYS OF PROTECTING COMPUTERS**

There are numerous ways to protect and remove malware from our computers. No one method is enough to ensure your computer is secure. The more layers of defense, the harder for hackers to use your computer.

Here are five simple, but critical steps to protect your computer,

1. Install Firewall

2. Install Antivirus Software

3. Install Anti-Spyware Software

4. Use Complex and Secure Passwords

5. Check on the Security Settings of the Browser.

1. Name three ways of caring for the computer;

2. Give two reasons for caring for the computer;

3. List two ways of protecting computers.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2: Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils’ questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils’ notes.**

**Week: SIX**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** CARING FOR COMPUTER USERS

Sub-Topic (s):

Caring for Computer Users

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

1. Enumerate ways of caring for computer users.

2. Demonstrate correct sitting posture.

3. Arrange chairs and computer systems

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni.

computer system, ups, stabilizer, monitor, table, fan, air conditionings, hard disk, Neat duster, Cotton, Wool, Furniture, Spirit, Antivirus CD, etc.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class.

**INTRODUCTION**

Human ware refers to the human beings that use the system. In other words, the users of the computer system are the end – users and professional alike.

**CARING FOR COMPUTER USERS**

1. Sitting position/posture.

2. Using anti – glare protector.

3. Maintaining dust free.

4. Replace faulty components.

5. Ventilation

1. Enumerate ways of caring for computer users.

2. Demonstrate correct sitting posture.

3. Arrange chairs and computer systems.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2: Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils’ questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up [conclusion]: Teacher corrects and marks pupils’ notes.**

**Week: SEVEN**

**Date:**

**Class**: Basic Six

**Subject**: ICT

**Duration**: 40 minutes

**Topics:** REASONS FOR CARES OF COMPUTER USERS

Sub-Topic (s):

**Behavioural objectives**: At the end of the lesson, pupils should be able to;

state reason why we should take care of human ware.

**Instructional material/Reference material**: Foundation Computer Studies for Primary Schools Book 6 by E. O. Adegbeyeni; chair, table and computer system.

**Building Background/ Connection to prior knowledge**: Pupils are familiar with the topics in their previous class.

**INTRODUCTION**

Human ware refers to the human beings that use the system.

In other words, the users of the computer system are the end – users and professional alike.

**REASONS FOR CARING FOR COMPUTER USERS**

1. Reduce fatigue

Using the computer for a long time causes fatigues, tiredness, and other forms of human unrest. This situation, if not checked, may have a hazardous effect on the health of the user.

2. Stimulate interest in computing

3. Promoting healthy habits

By practicing good posture and taking breaks to allow the body to rest.

4. Supervise the children’s use of the computer.

**Strategies & Activities**

**Step: Teacher revises the previous topic**

**Step 2:Teacher introduces the new topic.**

**Step3: Teacher endeavors to explain all the points to the pupils thoroughly.**

**Step 4: Teacher welcomes pupils’ questions.**

**Step 5: Teacher evaluates the pupils.**

**Assessment& Evaluation**

List two (2) ways of caring for computer users.

**Summary: Teacher goes over the topic once again to enhance better understanding.**

**Wrap-up[conclusion]:Teacher corrects and marks pupils’ notes.**