



Semester: 1

2025 – 2026

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| Grade Level | | 1 | Subject: Computer | |
| Teacher(s) Name | | Ruba Qasem | | |
| Textbook | | Our Digi World | | |
| Week # | Dates | | Lesson Title / Pages | CCSS / NGSS Code / MOE |
| 1 | Aug.25 th | Aug.29 th | Theory: Lesson 1 : History of technology Name one different between the past and present | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. |
| | | | Practical: Unit 2 Lesson 1 Explain what is MS Word | 1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information. |
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| 2 | Sept. 1 st | Sept. 5 th | Theory: Lesson 1 : History of technology Name device you use in your daily day | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. |
| | | | Practical: Practical: Unit 2 Lesson 1 Open document and save | 1A-AP-10 Develop programs with sequences and simple |
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| | | | | loops, to express ideas or address a problem. |
| 3 | Sept. 8 th | Sept. 12 th | Theory: Lesson 1 : History of Talk about deferent type of computer | K-2.CS.2 Explain the functions of common hardware and software components of computing systems. |
| | | | Practical: Use Zoom Tools | |
| 4 | Sept. 15 th | Sept. 19 th | Theory: unit 1 lesson 2: Hardware and software Tell how to turn a computer on and off | 1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem. |
| | | | Practical: Unit 2 Lesson 1 Use the maximum and minimum tools | |
| 5 | Sept. 22 nd | Sept. 26 th | Theory: Theory: unit 1 lesson 2: Hardware and software | K-2.CS.2 Explain the functions of common hardware and software components of computing systems 1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions. |
| | | | Practical: Unit 3 lesson 1: Use a scratchJR Add a character | |
| 6 | Sept. 29 th | Oct. 3 rd | Theory: Theory: unit 1 lesson 1: Hardware and software | K-2.CS.2 Explain the functions of common hardware and software components of computing systems 1A-AP-14 Debug (identify and fix) errors in an algorithm or |
| | | | Practical: Unit 3 lesson 1: Use a scratchJR Add a character | |

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| | | | | program that includes sequences and simple loops. |
| 7 | Oct.6 th | Oct.10 th | Theory: Solve the unit questions | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. 1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Change the color for the character | |
| 8 | Oct.13 th | Oct.17 th | Theory: Unit 1 lesson 3: Online safety Use the web browsers and search engine | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. 1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Change the color for the character | |
| 9 | Oct.20 th | Oct.24 th Oct 24 End of Quarter 1 | Theory: Unit 1 lesson 3: Online safety Use the web browsers and search engine | K-2.CS.2 Explain the functions of common hardware and software components of computing systems. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Change the color for the character | |

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| 10 | Oct.27 th | Oct.31 st | Theory: Unit 1 lesson 3: Online safety Use web browsers and search engine | 1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Use a repeat block to make your code easier. | |
| 11 | Nov.3 rd | Nov.7 th | Theory: Unit 1 lesson 3: Online safety Use the web browsers and search engine | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. 1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Use a repeat block to make your code easier. | |
| 12 | Nov.10 th | Nov.14 th | Theory: Unit 2 lesson 1: Understand Data | K-2.CS.1 Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences. 1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem. |
| | | | Practical: Unit 3 lesson 2: Use a scratchJR Use a repeat block to make your code easier. | |
| 13 | Nov.17 th | Nov.21 st | Theory: Unit 2 lesson 1: Understand Data | K-2.CS.1 Select and operate computing devices that perform a |
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| | | | | <p>variety of tasks accurately and quickly based on user.</p> <p>needs and preferences.</p> <p>1A-AP-10</p> <p>Develop programs with sequences and simple loops, to express ideas or address a problem.</p> |
| 14 | Nov. 24 th | Nov.28 th | <p>Theory: Unit 2 lesson 1:</p> <p>Understand Data</p> | <p>K-2.CS.1</p> <p>Select and operate computing devices that perform a</p> |
| | | | <p>Practical: Unit 3 lesson 4:</p> <p>Use a scratchJR</p> <p>Share and show an animations</p> | <p>variety of tasks accurately and quickly based on user.</p> <p>needs and preferences.</p> <p>1A-AP-10</p> <p>Develop programs with sequences and simple loops, to express ideas or address a problem.</p> |
| 15 | Dec.1 st | Dec.5 th | <p>Theory: Unit 2 lesson 1:</p> <p>Understand Data</p> | <p>K-2.CS.1</p> <p>Select and operate computing devices that perform a</p> |
| | | | <p>Practical: Unit 3 lesson 4:</p> <p>Use a scratchJR</p> <p>Share and show an animations</p> | <p>variety of tasks accurately and quickly based on user.</p> <p>needs and preferences.</p> <p>1A-AP-10</p> <p>Develop programs with sequences and simple loops, to express ideas or address a problem.</p> |
| 16 | Dec.8 th | Dec.12 th | <p>Theory:</p> <p>Unit: 3 Sprint: 3.2</p> <p>Online Safety</p> <p>1. Elaborate on the safe practices of using the internet.</p> <p>Practical :</p> <p>Welcome back to school, ScratchJR Software.</p> | |

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| | | | Create the welcome back page using ScratchJR software |
| 17 | Jan 12 th | Jan 16 th | <p>Theory: Unit: 3 Sprint: 3.2 Online Safety</p> <ol style="list-style-type: none"> 1. Elaborate on the safe practices of using the internet. <p>Practical :</p> <p>Welcome back to school, ScratchJR Software.</p> <p>Create the welcome back page using ScratchJR software</p> |
| 18 | Jan 19 th | Jan 23 rd | <p>theory Unit: 3 Sprint: 3.2 Online Safety</p> <ol style="list-style-type: none"> 2. Apply internet etiquette. <p>Practical:</p> <p>Unit 1 Let's Start Programming</p> <ol style="list-style-type: none"> 1. program a character to move in the left and right direction. |
| 19 | Jan 26 th | Jan 30 th | Semester 1 Exams: Jan 22 nd to Jan 30 th |
| <p>Dec. 15, 2025, to Jan. 4, 2026</p> <p>Winter holiday for students</p> | | | |