



Semester: 2

2025 – 2026

Grade Level		Grade 1		Subject: Computer	
Teacher(s) Name		Ruba Qasem			
Textbook		Our Digi World			
Week #	Dates		Lesson Title / Pages	CCSS / NGSS Code / MOE	
20	Feb 2 nd	Feb 6 th	Theory: Unit: 3 Sprint: 3.2 Online Safety 1. Elaborate on the safe practices of using the internet.	1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.	
			Practical : Welcome back to school, ScratchJR Software. Create the welcome back page using ScratchJR software	K-2.CT.d.1 Define a computer program as a set of commands created by people to do something.	
21	Feb 9 th	Feb 13 th	theory Unit: 3 Sprint: 3.2 Online Safety 2. Apply internet etiquette.	1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.	
			Practical: Unit 1 Let's Start Programming 1. program a character to move in the left and right direction.	K-2.CT.d.1 Define a computer program as a set of commands created by people to do something.	
22	Feb 16 th	Feb 20 th	Theory :	1A-AP-11	

			<p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Computers and their types ▪ Robots and their use in real life 	<p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>K-2.CT.d.1 Define a computer program as a set of commands created by people to do something.</p>
			<p>Practical :</p> <p>Unit 1 Let's Start Programming</p> <p>1. program a character to move in the left and right direction.</p>	
23	Feb 23 rd	Feb 27 th	<p>Theory :</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Basic features of different Computers 	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
			<p>Practical :</p> <p>Unit: 1 Sprint: 1.2 Events</p> <p>1. Differentiate between blocks and block categories</p>	
24	Mar 2 nd	Mar 6 th	<p>Theory :</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Understand and observe how 	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other</p>

			<p>everyday devices use computers to work</p> <hr/> <p>Practical :</p> <p>Unit: 1 Sprint: 1.3 Moving Around 1. Arrange blocks to move the cat up and down.</p>	<p>symbols to represent information.</p>
25	Mar 9 th	Mar 13 th	<p>Theory :</p> <p>Unit 1 lesson 1 Computer Systems</p> <ul style="list-style-type: none"> ▪ Use of computers to run different programs or applications. <hr/> <p>Practical :</p> <p>Unit: 1 Sprint: 1.3 Moving Around 1. Explore blocks in the Motion category</p>	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
26	Mar 30 th	Apr 3 rd	<p>Theory :</p> <p>Unit 1 lesson 1 Computer Systems</p> <ul style="list-style-type: none"> ▪ Understand the meaning of input, processing, and output <hr/> <p>Practical :</p> <p>Unit: 2 Sprint: 2.1 Characters and Backgrounds</p>	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>

			1. Add different characters to the stage.	
27	Apr 6 th	Apr 10 th	<p>Theory :</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <p>Describe network</p> <hr/> <p>Practical :</p> <p>Unit: 2 Sprint: 2.1</p> <p>Characters and Backgrounds</p> <p>1. Delete a character from the stage.</p>	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
28	Apr 13 th	Apr 17 th End of 3d Quarter	<p>Theory :</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ What is internet ▪ Internet connects people globally <hr/> <p>Practical :</p> <p>Unit: 2 Sprint: 2.2</p> <p>Running a Race</p> <p>2. Add text to the image</p>	<p>1A-AP-12</p> <p>Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p> <p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p>
29	Apr 20 th	Apr 24 th	<p>Theory :</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p>	<p>1A-AP-12</p> <p>Develop plans that describe a program's sequence of events,</p>

			<ul style="list-style-type: none"> ▪ Learn how a network connects various devices ▪ Differences between wired and wireless networks <hr/> <p>Practical:</p> <p>Unit: 2 Sprint: 2.2</p> <p>Running a Race 2. Add text to the image</p>	<p>goals, and expected outcomes.</p> <p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p>
30	Apr 27 th	May 1 st	<p>Theory :</p> <p>Unit 1 lesson 2</p> <p>Computational Thinking</p> <hr/> <p>Practical:</p> <p>Unit: 2 Sprint: 2.2</p> <p>Running a Race 1. Program a race between two characters</p>	<p>1A-AP-12</p> <p>Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
31	May 4 th	May 8 th	<p>Theory :</p> <p>Unit 1 lesson 2</p> <p>Computational Thinking</p> <hr/> <p>Practical :</p> <p>Unit: 2 Sprint: 2.3</p> <p>Let Us Paint 1. to draw a character</p>	<p>1A-AP-12</p> <p>Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
32	May 11 th	May 15 th	<p>Theory :</p>	<p>1A-AP-14</p>

		Grade 12 Final Exams Start May 13	Unit 1 lesson 2 Computational Thinking <hr/> Practical : Unit: 2 Sprint: 2.3 Let Us Paint 1. open and use the paint editor.	Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops. 1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
30	Apr 20 th	Apr 24 th	Theory : Unit: 3 Sprint: 3.2 Online Safety 1. Elaborate on the safe practices of using the internet. <hr/> Practical : Solve the Unit Questions	1A-AP-14 1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
33	May 18 th	May 22 nd	Theory : Unit: 3 Sprint: 3.2 Online Safety 2. Apply internet etiquette. <hr/> Practical : Unit: 2 Sprint: 2.3 Let Us Paint 1. to draw different shapes, curved lines, straight lines. Practical : Unit: 3 Sprint: 3.1 Jump and Stretch 1. use the character editor.	1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops. 1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
34	May 25 th	May 29 th	Theory : Unit 1 lesson 1	1A-AP-11 Decompose (break down) the steps needed to solve

			<p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Computers and their types ▪ Robots and their use in real life <hr/> <p>Practical :</p> <p>Unit: 3 Sprint: 3.1 Jump and Stretch</p> <ol style="list-style-type: none"> 2. program a character to jump. 3. program a character to turn 	a problem into a precise sequence of instructions.
35	Jun 1 st	Jun 5 th	<p>Theory :</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Basic features of different Computers <hr/> <p>Practical :</p> <p>Unit: 4 Sprint: 4.1 Hide and Show</p> <ol style="list-style-type: none"> 1. program the characters using hide and show blocks from the Looks category 	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p>
36	Jun 8 th	Jun 12 th	<p>Theory :</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Understand and observe how everyday devices use computers to work <hr/>	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>

			<p>Practical :</p> <p>Unit:4 Sprint: 4.2 Shrink and Grow</p>	
37	Jun 15 th	Jun 19 th	<p>Theory :</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Use of computers to run different programs or applications <hr/> <p>Practical :</p> <p>Sprint 4.3 Talk more</p>	<p>1A-AP-11</p> <p>Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
38	Jun 22 nd	Jun 26 th	<p>Jun 8 - Jun 15: Final Exams for Grades 4-11</p> <p>Jun 17: Make-up Exam for absent students</p>	
39	Jun 29 th	Jul 3 rd	<p>June 30 - July 2: Make-up Exam for failing students.</p>	