Computer Department

Semester: 1 **2026-2027**

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 31	Sept 4	Theory: Lesson 1 : History of technology Name one different between the past and present Practical: Unit 2 Lesson 1 Explain what is MS Word	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.
2	Sept 7	Sept 11	Theory: Lesson 1 : History of technology Name device you use in your daily day Practical: Practical: Unit 2 Lesson 1 Open document and save	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.
3	**Sept 14**	**Sept 18**	Theory: Lesson 1 : History of Talk about deferent type of computers Practical: scratchjr Use Zoom Tools	K-2.CS.2 Explain the functions of common hardware and software components of computing systems.
4	**Sept 21**	**Sept 25**	Theory: unit 1 lesson 2: Hardware and software Tell how to turn a computer on and off Practical: Unit 2 Lesson 1 Use the maximum and minimum tools	1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem.
5	**Sept 28**	**Oct 2**	Theory: Theory: unit 1 lesson 2: Hardware and software Practical: Unit 3 lesson 1: Use a scratchJR Q1 practical test	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.
6	**Oct 5**	**Oct 9**	Theory: Theory: Q2 theory Test Practical: Unit 3 lesson 1: Use a scratchJR Add a character	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 program that includes sequences and simple loops.

	Oct 12	**Oct 16**		
7	**Oct 19**	**Oct 23**	Theory: Solve the unit questions. Practical: Unit 3 lesson 2: Use a scratchJR Change the color for the character	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.
8	**Oct 26**	**Oct 30**	Theory: Unit 1 lesson 3: Online safety Use the web browsers and search engine Practical: Unit 3 lesson 2: Use a scratchJR Change the color for the character	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.
9	**Nov 2**	**Nov 6**	Theory: Unit 1 lesson 3: Online safety Use the web browsers and search engine Practical: Q2 Practical test	K-2.CS.2 Explain the functions of common hardware and software components of computing systems.
10	**Nov 9**	**Nov 13**	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 16**	**Nov 20**	Theory: Unit 1 lesson 3: Online safety Use web browsers and search engine Practical: Unit 3 lesson 2: Use a scratchJR Use a repeat block to make your code easier.	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.
12	**Nov 23**	**Nov 27**	Theory: Unit 2 lesson 1: Understand Data Practical: Unit 3 lesson 2: Use a scratchJR Use a repeat block to make your code easier.	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.
13	**Nov 30**	**Dec 4**	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.

14	**Dec 7**	**Dec 11**	Theory : Q2 theory test Practical: Unit 3 lesson 4: Use a scratchJR Share and show an animation	1A-AP-10 Develop programs with sequences and simple loops, to express ideas or address a problem.
	Dec 14	**Jan 1**	**Winter Break for All Students**	
15	**Jan 4**	**Jan 8**	Theory: Unit: 3 | Sprint: 3.2 Online Safety 1. Elaborate on the safe practices of using the internet. Practical : Welcome back to school, ScratchJR Software. Create the welcome back page using ScratchJR software	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.
16	**Jan 11**	**Jan 15**	Theory: Unit: 3 | Sprint: 3.2 Online Safety 1. Elaborate on the safe practices of using the internet. Practical : Welcome back to school, ScratchJR Software. Create the welcome back page using ScratchJR software	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.
17	**Jan 18**	**Jan 22**	**Semester 1 Exams**	
18	**Jan 25**	**Jan 29**	**Semester 1 Exams**	