



Semester: 2

2025 – 2026

Grade Level		2		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	Practical Create the welcome back to school page using ScratchJR Software Theory Unit 1 lesson 1 understanding computer. Communicating with computer	CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.	
21	Feb 9 th	Feb 13 th	Practical Unit1 Moon and Stars Sprint 1.1 Set up the Stage 1. draw a background for the project. 2. draw a sprite 3. move the sprites to create different phases of the moon.	K-2.CT.e.1 Describe how models represent a real-life system (e.g., globe, map, solar system, digital elevation model, weather map).	
			Theory ▪ Understand how computers receive		

			<p>information and how they respond</p> <ul style="list-style-type: none"> ▪ Choose suitable computing devices <p>based on purpose</p> <ul style="list-style-type: none"> ▪ Compare real robots to fictional ones ▪ Uses of robots 	
22	Feb 16 th	Feb 20 th	<p>Practical</p> <p>Sprint 1.2 Waxing and Waning understand movement.</p> <hr/> <p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Understand how computers are connected in a network 	K-2.DTC.a.2 Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., Space Bar, Shift, Delete).
23	Feb 23 rd	Feb 27 th	<p>Practical</p> <p>Sprint 1.2 Waxing and Waning begin the program.</p> <hr/> <p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Identify when the network is available or not 	

24	Mar 2 nd	Mar 6 th	Practical Sprint 1.3 To the Stars Theory	1A-AP-09
			Unit 1 lesson 2 Networks and Digital Communication <ul style="list-style-type: none"> ▪ Safe online practices 	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
25	Mar 9 th	Mar 13 th	Solution to Exercise Questions	CCSS-07 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
26	Mar 30 th	Apr 3 rd	Practical Unit 2 Number Line 41 Sprint 2.1 Set the Number Line create a number line.	CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
			Theory Unit 1 lesson 2 Networks and Digital Communication <ul style="list-style-type: none"> ▪ Ways to secure your network 	
27	Apr 6 th	Apr 10 th	Practical Unit 2 Number Line 41 Sprint 2.1 Set the Number Line 1. create a number line.	CCSS-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
			Theory Unit 1 lesson 2	

			<p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Observe how different devices work together and share information using the internet 	
28	Apr 13 th	<p>Apr 17th End of 3d Quarter</p>	<p>Practical</p> <p>Sprint 2.2 Move the Pointer</p> <p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Observe how different devices work together and share information using the internet 	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
29	Apr 20 th	Apr 24 th	<p>Practical</p> <p>Sprint 2.3 Send Messages</p> <hr/> <p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Observe how different devices work together and share information using the internet 	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>

30	Apr 27 th	May 1 st	Solve the unit questions	
31	May 4 th	May 8 th	<p>Practical</p> <p>Unit 3 Seasons</p> <p>Sprint 3.1 Stamp</p> <ol style="list-style-type: none"> 1. make an animation that shows different seasons of the year. 2. create copies of a character on the same page. 	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
32	May 11 th	<p>May 15th</p> <p>Grade 12 Final Exams Start May 13</p>	<p>Unit 3 Seasons</p> <p>Sprint 3.1 Stamp</p> <ol style="list-style-type: none"> 2. use stamps. <p>4. create characters using your face</p>	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
33	May 18 th	May 22 nd	<p>Practical</p> <p>Record Sound</p> <ol style="list-style-type: none"> 1. add sound to your project <p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Build precise algorithms for different tasks ▪ Apply algorithms for directions 	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
34	May 25 th	May 29 th	<p>Practical</p> <p>Record Sound</p> <ol style="list-style-type: none"> 2. run two tasks on the same page at the same time and for the same characters. 	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
			<p>Theory</p> <p>Unit 1 lesson 3</p>	

			<p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Build precise algorithms for different tasks ▪ Apply algorithms for directions 	
35	Jun 1 st	Jun 5 th	Solve the unit questions	<p>CCSS-09</p> <p>Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>
36	Jun 8 th	Jun 12 th	Create a project	<p>K-2.CT.e.1 Describe how models represent a real-life system (e.g., globe, map, solar system, digital elevation model, weather map).</p> <p>.</p>
37	Jun 15 th	Jun 19 th	<p>Practical</p> <p>Create the welcome back to school page using ScratchJR Software</p> <hr/> <p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Build precise algorithms for different tasks ▪ Apply algorithms for directions 	<p>K-2.DTC.a.2 Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., Space Bar, Shift, Delete).</p>
38	Jun 22 nd	Jun 26 th	<p>Practical</p> <p>Sprint 1.2 Waxing and Waning</p>	<p>1A-AP-09</p> <p>Model the way programs store and manipulate data by using numbers or</p>

			1. understand movement.	other symbols to represent information.
			Theory Sprint 1.2 Working with Information	
39	Jun 29 th	Jul 3 rd	Jun 8 - Jun 15: Final Exams for Grades 4-11	