Computer Department

Semester: 1 **2026-2027**

Grade Level	2	**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: Unit 1: lesson 1: What is inside the computer Practical: Unit 2 : lesson 1: Data Use	1A-AP-08 Model daily processes by creating and following algorithms(sets of step-by-step instructions) to complete tasks 1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
2	Sept 7	Sept 11	Theory: Unit 1: lesson 1: What is inside the computer Practical: Unit 2 : lesson 1: Data Use	1A-AP-08 Model daily processes by creating and following algorithms(sets of step-by-step instructions) to complete tasks 1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
3	Sept 14	Sept 18	Theory: Unit 1: lesson 1: What is inside the computer Practical: Unit 2 : lesson 1: Data Use	1A-AP-08

				Model daily processes by creating and following algorithms(sets of step-by-step instructions) to complete tasks 1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
4	**Sept 21**	**Sept 25**	Theory: Unit 1: lesson 2 staying safe on the internet Practical: Unit 2 : lesson 2: Data Presentation	1A-AP-08 Model daily processes by creating and following algorithms(sets of step-by-step instructions) to complete tasks 1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
5	**Sept 28**	**Oct 2**	Theory: Unit 1: lesson 2 staying safe on the internet Practical: Q1 Practical test	K-2.DA.8 Collect and present data in various visual formats. 1B-AP-10 Create programs that include sequences, events, loops, and conditionals.
6	**Oct 5**	**Oct 9**	Theory: Q1 Theory test Practical: Unit 2 : lesson 2: Data Presentation	K-2.DA.8 Collect and present data in various visual formats. 1B-AP-10 Create programs that include sequences, events, loops,
	Oct 12	**Oct 16**	**1st Semester Break**	
7	**Oct 19**	**Oct 23**	Theory: Unit 1: lesson 2 staying safe on the internet Practical: Unit 2 : lesson 2: Data Presentation	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11

				Model the way programs store and manipulate data by using numbers or other symbols to represent information.
8	**Oct 26**	**Oct 30**	Theory: Theory: Unit 1: lesson 3: staying safe on the internet How we can use the web browser. Practical: Unit 3: learn new program ticket	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information
9	**Nov 2**	**Nov 6**	Theory: Theory: Unit 1: lesson 3: staying safe on the internet How we can use the web browser. Practical: Unit 3: learn new program ticket	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
10	**Nov 9**	**Nov 13**	Theory: Unit 1: lesson 3: staying safe on the internet How we can use the web browser. Practical: Unit 3: learn new program ticket	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
11	**Nov 16**	**Nov 20**	Theory: Theory: Unit 1: lesson 3: staying safe on the internet How we can use the web browser. Practical: Unit 3: learn new program ticket	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11

				Model the way programs store and manipulate data by using numbers or other symbols to represent information.
12	**Nov 23**	**Nov 27**	Theory Unit 1: lesson 3: staying safe on the internet How we can use the web browser. Practical Q2: practical test	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
13	**Nov 30**	**Dec 4**	Theory : Q2 Theory Test	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
14	**Dec 7**	**Dec 11**	**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.	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
	Dec 14	**Jan 1**	**Winter Break for All Students**	
15	**Jan 4**	**Jan 8**	Practical Create the welcome back to school page using ScratchJR Software Theory Unit 1 lesson 1 understanding computer. Communicating with computer	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.

16	**Jan 11**	**Jan 15**	Practical Create the welcome back to school page using ScratchJR Software Theory Unit 1 lesson 1 understanding computer. Communicating with computer	K-2.DA.8 CCSS – Cryptocurrency Security Standard. 1B-AP-11 Model the way programs store and manipulate data by using numbers or other symbols to represent information.
17	**Jan 18**	**Jan 22**	**Semester 1 Exams**	
18	**Jan 25**	**Jan 29**	**Semester 1 Exams**	