



Semester: 1

2025 – 2026

Grade Level		3	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 : what inside the computer ? 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.
			 Practical: Unit 2 Lesson 1 Make presentation using MS power point	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. 1 st	Sept. 5 th 4 Sep Prophet Muhammad's Birthday (Holiday)	Theory: Lesson 1 : what inside the computer ? 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.
			 Practical: Practical: Unit 2 Lesson 1	needs and preferences. 1A-AP-10

			Fix bugs and test ScratchJR program	Develop programs with sequences and simple loops, to express ideas or address a problem.
3	Sept.8 th	Sept.12 th	Theory: Lesson 1 : what inside the 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: Find and fix bugs 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: Find and fix bugs	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 3: Use animation story	
6	Sept. 29 th	Oct.3 rd	Theory: Theory: unit 1 lesson 2: Find and fix bugs	K-2.CS.2 Explain the functions of common hardware and software components of computing systems 1A-AP-14
			Practical: Unit 3 lesson 3: Share your project	

				Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
7	Oct.6 th	Oct.10 th	Theory: Solve the unit questions	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 2: Use a scratch	
8	Oct.13 th	Oct.17 th	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 . 1A-AP-11 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.
			Practical: Unit 3 lesson 2: Use a scratch program 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. 1A-AP-11 Decompose (break down) the steps needed to solve
			Practical: Unit 3 lesson 2: Use a scratch program Change the color for the character	

				a problem into a precise sequence of instructions.
10	Oct.27 th	Oct.31 st	Theory: Unit 1 lesson 3: Online safety Use web browsers and search engine	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.
			Practical: Unit 3 lesson 2: Use a scratch program 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.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. 1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
			Practical: Unit 3 lesson 2: Use a scratch program Use a repeat block to make your code easier.	
12	Nov.10 th	Nov.14 th	Theory: Unit 2 lesson 1: Understand Data	1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
			Practical: Unit 3 lesson 2: Use a scratch	

			Use a repeat block to make your code easier.	
13	Nov.17 th	Nov.21 st	Theory: Unit 2 lesson 1: Understand Data	Model the way programs store and manipulate data by using numbers or other symbols to represent information. 1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
			Practical: Use a scratch program Use a repeat block to make your code easier.	
14	Nov. 24 th	Nov.28 th	Theory: Unit 2 lesson 1: Understand Data	Model the way programs store and manipulate data by using numbers or other symbols to represent information. 1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
			Practical: Unit 3 lesson 4: Use a scratch program Share and show an animation	
15	Dec.1 st	Dec.5 th	Theory: Unit 2 lesson 1: Understand Data	Model the way programs store and manipulate data by using numbers or other symbols to represent information. 1A-AP-14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
			Practical: Unit 3 lesson 4: Use a scratch program Share and show an animations	
16	Dec.8 th	Dec.12 th	Theory Unit 1 lesson 1	

			<p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Computer hardware components ▪ Differentiate the automatic and manual input tools <p>Practical</p> <p>Getting Started</p> <p>Sprint 1.1 – Introduction to Scratch</p>
17	Jan 12th	Jan 16th	<p>Theory</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Computer hardware components ▪ Differentiate the automatic and manual input tools <p>Practical</p> <p>Getting Started</p> <p>Sprint 1.1 – Introduction to Scratch</p>
18	Jan 19th	Jan 23rd	<p>Theory</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Understand how hardware and software work together <p>practical</p> <p>Scratch Sprint 1.2 – Interface</p>
19	Jan 26th	Jan 30th	Semester 1 Exams: Jan 22nd to Jan 30th
<p>Dec. 15, 2025, to Jan. 4, 2026</p> <p>Winter holiday for students</p>			