



Semester: 2

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
20	Feb 2 nd	Feb 6 th	Theory Unit 1 lesson 1 Computer Systems <ul style="list-style-type: none"> Computer hardware components Differentiate the automatic and manual input tools Practical Getting Started Sprint 1.1 – Introduction to Scratch	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
21	Feb 9 th	Feb 13 th	Theory Unit 1 lesson 1 Computer Systems <ul style="list-style-type: none"> Understand how hardware and software work together practical Scratch Sprint 1.2 – Interface	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)

22	Feb 16 th	Feb 20 th	<p>Theory</p> <p>Unit 1 lesson 1</p> <p>Computer Systems</p> <ul style="list-style-type: none"> ▪ Learn how computers store and organize the files <hr/> <p>Practical :</p> <p>Sprint 1.3 – Save and Share</p>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</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"> ▪ Fundamentals of the IoTs and them applications <hr/> <p>Practical</p> <p>Sprint 1.3 – Save and Share</p>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</p>
24	Mar 2 nd	Mar 6 th	<p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Describe network <hr/> <p>Practical</p> <p>Sprint 2.1 – Storyboard</p>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</p>
25	Mar 9 th	Mar 13 th	<p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Differences between wired and wireless networks ▪ What is the internet? <hr/> <p>Practical</p> <p>Sprint 2.2 -Sprites</p>	<p>CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)</p>

27	Apr 6 th	Apr 10 th	<p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <p>devices</p> <ul style="list-style-type: none"> ▪ Internet connects people globally 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
27	Apr 6 th	Apr 10 th	<p>Theory</p> <p>Unit 1 lesson 2</p> <p>Networks and Digital Communication</p> <ul style="list-style-type: none"> ▪ Learn how a network connects various 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			<p>Practical</p> <p>Sprint 2.3 – Backdrop</p>	
28	Apr 13 th	Apr 17 th End of 3d Quarter	<p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Algorithms and their use 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			<p>Practical</p> <p>Sprint 2.3 – Backdrop</p>	
29	Apr 20 th	Apr 24 th	<p>Theory Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Understand the steps to carry out a process 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			<p>Practical</p> <p>Sprint 3.1 – 2D vs 3D shapes</p>	

30	Apr 27 th	May 1 st	<p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Understand the importance of the order of steps in an algorithm ▪ Learn how to develop algorithms <p>Practical</p>	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
31	May 4 th	May 8 th	<p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Observe how changing steps in an algorithm gives us different results 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			<p>What is 3D Printing?</p> <p>Sprint 3.1 – 2D vs 3D shapes</p>	
32	May 11 th	<p>May 15th</p> <p>Grade 12 Final Exams Start May 13</p>	<p>Theory</p> <p>Unit 1 lesson 3</p> <p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Observe how changing steps in an algorithm gives us different results 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			<p>Practical</p> <p>The Stage</p> <p>Sprint 3.1 – Events</p>	
33	May 18 th	May 22 nd	<p>Theory ▪ Observe how changing steps in an algorithm gives us different results</p>	CCSS- appropriate terminology in identifying and describing the function of common physical components of
			<p>Practical</p> <p>Hide and seek Game</p>	

			Sprint 3.2 – Hide and Show	computing systems (hardware)
34	May 25 th	May 29 th	Theory <ul style="list-style-type: none"> ▪ Understand the importance of the order of steps in an algorithm 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			Practical Hide and seek Game Sprint 3.2 – Hide and Show	
35	Jun 1 st	Jun 5 th	Theory Computational Thinking <ul style="list-style-type: none"> ▪ Understand the steps to carry out a process 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
36	Jun 8 th	Jun 12 th	Theory <ul style="list-style-type: none"> ▪ Differentiate the automatic and manual input tools 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			Practical Create a project using scratch	
37	Jun 15 th	Jun 19 th	Theory Computational Thinking <ul style="list-style-type: none"> ▪ Understand the steps to carry out a process 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			Practical Hide and seek Game Sprint 3.2 – Hide and Show	
38	Jun 22 nd	Jun 26 th	Theory <ul style="list-style-type: none"> ▪ Differentiate the automatic and manual input tools 	CCSS- appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware)
			Practical Robotics class	
39	Jun 29 th	Jul 3 rd	June 30 - July 2: Make-up Exam for failing students.	

