Computer Department

Semester: 1 **2026-2027**

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 31	Sept 4	**Theory** **Artificial intelligence (AI)** **Identify the AI concept and applications.**	**Standard(s): CCSS.ELA-LITERACY.SL.3.1** **Engage effectively in discussions with peers about AI and technology topics.**
			Practical **Lesson 1: Get Started with Game Design** **Students will create their Scratch accounts.**	
2	Sept 7	Sept 11	**Theory** **Artificial intelligence (AI)** **Explore AI Applications** **Develop Practical AI Skills**	**CCSS.ELA-LITERACY.SL.3.4** **Report on a topic (e.g., AI, robots, AR/VR) using clear ideas and details.** **CCSS.ELA-LITERACY.SL.3.1Engage effectively in collaborative discussions**
			Practical	**Students discuss ideas while designing games and sharing projects**

			Scratch • **Use Scratch tools and interface effectively** • **Create and edit sprites and backdrops using the Paint Editor** • **Use Scratch blocks to animate a sprite** • **Develop simple programs and games in Scratch**	
3	**Sept 14**	**Sept 18**	**Theory** • **Describe input and output devices and their functions.** • **Explain what dual devices are and how they work.** • **Understand and create simple block diagrams to show how systems work.** **Practical** • **Add sprites in Scratch using different options** • **Delete unwanted sprites from a project** • **Add and change backdrops** • **Delete and replace backdrops**	**Standard(s): CCSS.ELA-LITERACY.RI.3.1** **Ask and answer questions to understand information about AI and technology.** **CCSS.MATH.PRACTICE.MP2** **Reason abstractly and quantitatively** **Students understand how commands (blocks) create movement and actions**
4	**Sept 21**	**Sept 25**	**Theory** • **Explain the role of the processor (CPU) as the brain of the computer.** • **Identify and fix simple device or connection problems.** **Practical**	**Standard(s): CCSS.ELA-LITERACY.RI.3.1** **Ask and answer questions to understand information about AI and technology.** **CCSS.MATH.PRACTICE.MP2** **Reason abstractly and quantitatively** **Students understand how**

			• **Delete and replace backdrops** • **Understand how sprites and backdrops affect a project scene** • **simple device or connection problems.**	**commands (blocks) create movement and actions**
5	**Sept 28**	**Oct 2**	**Theory:** **Lesson 1 : what inside the computer ?** **Name one different between the past and present** **Practical:** **Q1 Practical test**	**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**
6	**Oct 5**	**Oct 9**	**Theory:** **Lesson 1 : what inside the computer ?** **Q1 Theory Test** **Name device you use in your daily day** **Practical:** **Use a scratch**	**K-2.CS.2** **Explain the functions of common hardware and** **software** **components of computing systems.**
	Oct 12	**Oct 16**		
7	**Oct 19**	**Oct 23**	**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 .**

			Practical: Unit 3 lesson 2: **Use a scratch program** **Change the color for the character**	**1A-AP-11** **Decompose (break down) the steps needed to solve a problem into a precise sequence of**
8	**Oct 26**	**Oct 30**	**Theory: Unit 1 lesson 3:** **Online safety** **Use web browsers and search engines** **Practical: Unit 3 lesson 2:** **Use a scratch program** **Change the color for the character**	**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.**
9	**Nov 2**	**Nov 6**	**Theory: Unit 1 lesson 3:** **Online safety** **Use web browsers and search engines** **Practical: Unit 3 lesson 2:** **Use a scratch program** **Use a repeat block to make your code easier.**	**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 include sequences and simple loops.**
10	**Nov 9**	**Nov 13**	**Theory: Unit 1 lesson 3:** **Online safety** **Use web browsers and search engines** **Practical: Unit 3 lesson 2:** **Use a scratch program**	**K-2.CS.2** **Explain the functions of common hardware and software components of computing systems.** **1A-AP-14**

			Use a repeat block to make your code easier.	**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.**
11	**Nov 16**	**Nov 20**	**Theory: Unit 2 lesson 1:** **Understand Data** **Practical: Unit 3 lesson 2:** **Use a scratch** **Use a repeat block to make your code easier.**	**1A-AP-14** **Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.**
12	**Nov 23**	**Nov 27**	**Theory: Unit 2 lesson 1:** **Understand Data** **Practical:** **Q2 Practical Test**	**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.**
13	**Nov 30**	**Dec 4**	**Theory** **Q2 theory Test** **Practical:** **Use a scratch program** **Use a repeat block to make your code easier.**	**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.**

14	**Dec 7**	**Dec 11**	**Theory** **Unit 1 lesson 1** **Computer Systems** **▪ Computer hardware components** **Practical : Unit 3 lesson 4:** **Use a scratch program** **Share and show an animation**	**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.**
	Dec 14	**Jan 1**	**Winter Break for All Students**	
15	**Jan 4**	**Jan 8**	**Theory** **Unit 1 lesson 1** **Computer Systems** **▪ Differentiate the automatic and manual input tools** **Practical : Unit 3 lesson 4:** **Use a scratch program** **Share and show animations**	**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.**
16	**Jan 11**	**Jan 15**	**Theory: Unit 1 lesson 3:** **Online safety** **Use web browsers and search engines** **Practical: Unit 3 lesson 2:** **Use a scratch program** **Change the costumes for the character**	**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.
17	**Jan 18**	**Jan 22**		
18	**Jan 25**	**Jan 29**	**Semester 1 Exams**	