



Semester: 1

2025 – 2026

| Grade Level | | 5 | Subject: Computer | |
|-----------------|------------------------|-----------------------|---|------------------------|
| Teacher(s) Name | | Duaa Ziad | | |
| Textbook | | OUR DIGIWORLD | | |
| Week # | Dates | | Lesson Title / Pages | CCSS / NGSS Code / MOE |
| 1 | Aug.25 th | Aug.29 th | WELCOMING Theory: Unit Opener | 1B-IC-18, 1B-IC-19, |
| | | | REVISION | |
| 2 | Sept. 1 st | Sept. 5 th | Theory: Discovering Computer Software | 1B-CS-01, 1B-CS-02, |
| | | | Practical: Discovering the Power of Surveys and Forms | |
| 3 | Sept.8 th | Sept.12 th | Theory: Discovering Computer Software | 1B-IC-19, 1B-IC-20 |
| | | | Practical: Discovering the Power of Surveys and Forms | |
| 4 | Sept. 15 th | Sept.19 th | Theory: Discovering Computer Software | 1B-NI-04 |
| | | | Practical: Discovering the Power of Surveys and Forms | |
| 5 | Sept.22 nd | Sept.26 th | Theory: Becoming a Cyber Protector | 1B-DA-06 |

| | | | | |
|----|------------------------|--|--|---------------------|
| | | | Practical: Making Reports in Microsoft Word | |
| 6 | Sept. 29 th | Oct.3 rd | Artificial Intelligent Lab | |
| | | | Artificial Intelligent Lab | |
| 7 | Oct.6 th | Oct.10 th | Theory: Becoming a Cyber Protector | 1B-DA-07 |
| | | | Practical: Project Finish Line | |
| 8 | Oct.13 th | Oct.17 th | Theory: Becoming a Cyber Protector | 1B-DA-07 |
| | | | Practical: Project Finish Line: Mastering Online Security | |
| 9 | Oct.20 th | Oct.24 th Oct 24 End of Quarter 1 | Theory: Project Finish Line: Mastering Online Security | |
| | | | Practical: U3 Opener Adventures in Game Design | |
| 10 | Oct.27 th | Oct.31 st | Theory G4 U4 L2 Variables and Algorithms in App Lab | 1B-AP-10, 1B-AP-11, |
| | | | Practical: Adventures in Game Design: Creating Your Own Digital Worlds | |
| 11 | Nov.3 rd | Nov.7 th | KUBO | |
| | | | KUBO | |
| 12 | Nov.10 th | Nov.14 th | Theory: G4 U4 L2 Variables and Algorithms in App Lab | 1B-AP-14 |
| | | | Practical: Adventures in Game Design: Creating Your Own Digital Worlds | |
| 13 | Nov.17 th | Nov.21 st | Theory: G4 U4 L2 Variables and Algorithms in App Lab | 1B-AP-08, 1B-AP-09, |

| | | | | |
|---|-----------------------|----------------------|--|---------------------|
| | | | Practical: Adventures in Game Design: Creating Your Own Digital Worlds | |
| 14 | Nov. 24 th | Nov.28 th | Theory: G4 U4 L3 Make Smart Choices in Your Applications | 1B-AP-10, 1B-AP-13 |
| | | | Practical: Work Together on a Game | |
| 15 | Dec.1 st | Dec.5 th | Theory: G4 U4 L3 Make Smart Choices in Your Applications | 1B-AP-09, 1B-AP-15, |
| | | | Practical: Work Together on a Game | |
| 16 | Jan 5 th | Jan 9 th | Artificial Intelligent Lab | |
| | | | Artificial Intelligent Lab | |
| 17 | Jan 12 th | Jan 16 th | Project Submission and presenting | |
| | | | Revision | |
| 18 | Jan 19 th | Jan 23 rd | FINAL EXAM | |
| | | | FINAL EXAM | |
| 19 | Jan 26 th | Jan 30 th | Semester 1 Exams: Jan 22 nd to Jan 30 th | |
| Winter Break for Students: Dec 8 to Jan 4 | | | | |