

TERM THREE – 2024/25

DAILY LESSON PLAN

WEEK FOUR

Day and Date: MONDAY, 26 TH MAY 2025.		Subject: Computing	
Time Frame of Class: 2: 00 PM – 3: 00 PM		Strand: COMPUTATIONAL THINKING	
Basic: 8	Class Size: 23		Sub Strand: ALGORITHM
Content Standard: B8.4.2.1. Analyze correct step-by-step procedure in solving any real-world problem.		Indicator: B8.4.2.1.2 Describe and use sequence, selection and iteration statements in a program. Understand the difference between variables and constants and be able to choose appropriate naming conventions when writing statements.	
Performance Indicator: At the end of the lesson; the learner should be able to tell the use of iteration, selection, and sequence statements as used in programming concepts			Core Competencies: Digital Literacy Communication and collaboration.
Reference Materials: Essential Computing B8, Internet Sources, Computing B8(Excellent Series)			
Phase/Duration	Learners Activities		Resources
PHASE STARTER	1:	Facilitator begins the class by demonstrating several daily routines that takes place both at home, and in the school. This becomes the basis for introducing the sub strand.	Excellent Series pages 535-537, Previous Knowledge, notes.
PHASE 2: NEW LEARNING		Basic Programming Components These are the three main ways computers follow instructions in a program: 1. Sequence: These are the steps the computer follows in running a code, one after another , in the correct order . Example: Making a sandwich: 1. Pick bread 2. Spread butter 3. Add filling 4. Close the sandwich In coding: 1. print("Hello") 2. print("Welcome") 3. print("Goodbye") 2. Iteration (Looping): When a set of instructions is repeated (looped) until a condition is met. Example: Clap your hands 5 times . 1. In coding: 2. for i in range (5): 3. print("Clap")	Excellent Series pages 535-537, Previous Knowledge, notes.

3. Selection (Decision-making): This is when a computer program **chooses** between options based on a **condition**.

Example:

If it's raining, take an umbrella. If not, wear a cap.

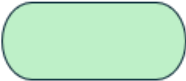
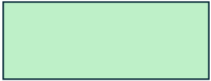
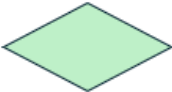
- 1. In coding:
- 2. if weather = "rainy":
- 3. print ("Take an umbrella")
- else:
- 4. print ("Wear a cap")

Summary Table

Component	Meaning	Example
Sequence	Steps in order	print("Start") → print("End")
Iteration	Repeating steps	Loop to clap 5 times
Selection	Making a choice	If raining → take an umbrella

LESSON TWO - WEDNESDAY 28TH MAY 2025

THE FOUR BASIC SYMBOLS REPRESENTING PROGRAM *START-STOP, INPUT-OUTPUT, PROCESS, AND DECISION*

Symbol	Name	Function
	Oval	Represents the start or end of a process
	Rectangle	Denotes a process or operation step
	Arrow	Indicates the flow between steps
	Diamond	Signifies a point requiring a yes/no
	Parallelogram	Used for input or output operations

PHASE 3: PLENARY / REFLECTION AND ASSESSMENT	CLASS ASSESSMENT ONE 1. Explain what a computer programming is. 2. Describe the following terms, as used in programming Iteration Selection Sequence 4. Outline a daily routine that represents sequence in programming. CLASS ASSESSMENT TWO The logical steps for preparing a land for a maize farm are as follows. Arrange them using the algorithm basic symbols. 1. Locate the land 2. Clear the land 3. Plant the maize and allow it to germinate 4. Is the maize ready for harvest? 5. Yes? Harvest the maize 6. No? wait a bit. 7. stop	
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