

Grade 10 Computer Science

Term 2 - 55 complete lesson plans

Ready to teach, in the KICD lesson-plan format | 40-minute lessons | PDF and editable Word

ABOUT THIS PACK

55 complete, ready-to-teach Grade 10 Computer Science lesson plans for Term 2, covering data transmission media, computer network elements, network topologies, computer programming concepts and program development.

TOPICS IN THIS PACK

Topic	Name	Lessons
2.2	Data Transmission Media	8
2.3	Computer Network Elements	10
2.4	Network Topologies	8
3.1	Computer Programming Concepts	14
3.2	Program development	15

INSIDE EVERY LESSON PLAN

- The specific learning outcomes, key inquiry question, core competencies, values and PCIs, and the resources needed.
- A timed lesson flow: what the teacher does and what the learners do, from introduction to summary.
- The key content (a worked example, notes or a practical with its expected results), then four practice questions with the answers for the teacher.
- The common mistake to watch for, and ideas for learners who need support and for those ready for more.
- A four-level CBC assessment rubric (EE, ME, AE, BE), homework, and a blank reflection space to fill in after teaching.

A TASTE OF LESSON 1

Basic concepts in data transmission

By the end of the lesson, the learner should be able to: a) define key terms used in data transmission; b) distinguish analogue signals from digital signals

Signals, bandwidth and attenuation

A signal is the electrical, optical or radio representation of data as it travels across a transmission medium. An analogue signal varies smoothly and continuously, like a sound wave rising and falling; a digital signal has only a limited number of distinct states, usually represented as two levels, high and low, matching binary 1s and 0s.

You also receive this pack as an editable Word file, so you can change any lesson to suit your class before you print it. Lessons follow the order of the KICD curriculum design.