

Grade 10 Computer Science

Term 3 - 63 complete lesson plans

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

ABOUT THIS PACK

63 complete, ready-to-teach Grade 10 Computer Science lesson plans for Term 3, covering identifiers and operators, control structures, containers and functions.

TOPICS IN THIS PACK

Topic	Name	Lessons
3.3	Identifiers and Operators	18
3.4	Control Structures	17
3.5	Containers	14
3.6	Functions	14

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

Elementary elements of a program I: keywords, identifiers and literals

By the end of the lesson, the learner should be able to: a) define keywords, identifiers and literals as elements of a computer program; b) give an example of each

Keywords, identifiers and literals

Every computer program, no matter which language it is written in, is built from a small set of elementary elements. A keyword, or reserved word, is a word that has a special, fixed meaning built into the programming language itself, and cannot be used for anything else, such as naming a variable; examples in Python include if, else, while, for and print.

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.