

Maulana Mazharul Haque Teachers' Training College

مولانا مظہر ہاگہ ٹیچرز ٹریننگ کالج

Recognised by ERC, NCTE, Bhujaneswar,
Affiliated to L.N. Mithila University, Darbhanga & B.S.E.B., Patna

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA



LESSON PLAN

COURSE : 7(a) B.Ed 1st yr.

SESSION : 2021-23

Subject PEDAGOGY OF COMPUTER SCIENCE

Roll No. 210014 Year 2022

Uni Roll no. 2241128

INDEX

Sl No.	Date	TITLE	Page No.	Teacher's Sig./ Remarks
1.		Input Devices	1-6	
2.		Software	7-12	



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مولانا مظہر الحق ٹیچرز ٹریننگ کالج

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER1.....

Name of Teacher Pupil : Falak Khan
School : MMHTTC
Subject : Computer Science
Topic : Input Devices
Sub-topic : Concept and Types
Teaching Aids : Charts, Chalk, Duster,
Pointer, Blackboard
Teaching Method :

Roll No.: 210014

Class : IX

Period :

Sec. :

Date : 15.06.2023

Time : 40 min

Demonstration Method
Laboratory Method
Discussion Method

General Objective :-

1. To develop the interest of students in computer science
2. To connect the students with the new technology
3. To develop understanding about practical knowledge of computer in real life.

Specific Objective :-

1. Students will be able to understand the concept of Input devices.
2. Students will be able to gain knowledge about different examples of Input devices.
3. Students will understand about working of different input devices.

Previous Knowledge of Students :-

Students have general familiarity with computer, main parts of computer & working of Computer

Testing of previous Knowledge/ Introduction:-

- What is a computer?
- Name some main parts of computer.
- How do you enter data into computer?
- What are Input devices?

Student's answer

electronic device

Monitor, CPU, Mouse

through Keyboard

No response

Statement of Aim:-

Now, the teacher will announce the topic

Today, we will study about "Input Devices"

Presentation

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Input Devices	Introduction	The devices which are used to input the data and programs in the computer are known as Input Devices
		Input unit accepts instructions and data from the user and converts these instructions & data in computer acceptable format which are sent to computer system for processing
		Now, name one input device which we commonly use to enter data into Computer
		Now, we will study about different input devices.
Different Type of Input Devices	Keyboard	Keyboard is most common input device.
		The data and instructions are input by typing on the keyboard.
		Apart from alphabet and numeric keys, it has other function keys for performing different functions

Students are listening carefully and are able to understand about the topic

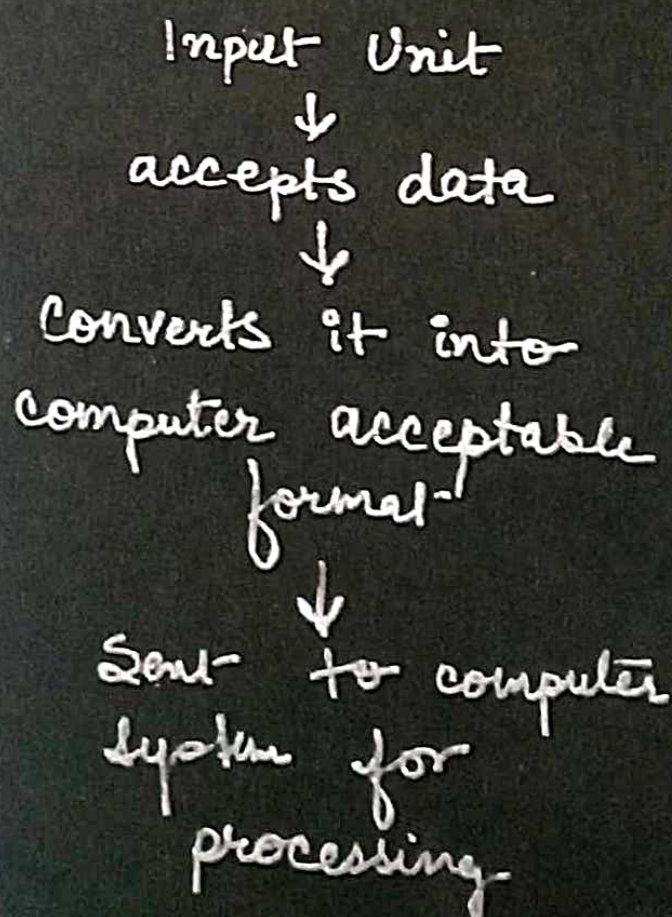
Keyboard

Students note down in their notebook.

Students looking at the picture of Keyboard on the blackboard.

Input Devices.

The devices that are used to input the data and programs in the computer are known as Input devices.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
	Mouse	It is a pointing device Which pad is used to roll the mouse? It controls the movement of the cursor in the screen.
	Scanner	This device works like a Xerox machine. It is used to convert any printed information into digital format
	Microphone	It is used to record our voice and other sounds into the computer.
	Web Camera	It converts graphics directly into digital form. It is used to have live chat with other person.
	Light Pen	It is used to draw lines or figures on a computer screen.
	Bar Code Reader	Name the device used to read bar codes at shopping mall.
	Bar Code Reader	This device reads bar code and converts them into electronic pulses to be processed by a computer.

STUDENT ACTIVITIES

Mouse pad

Listening carefully
Understanding the
concept taught

Noting down
in their notebook

Students looking
carefully at the
picture of input

Bar Code Machine

BLACKBOARD WORK

Types of Input- Devices

Keyboard

Mouse

Scanner

Microphone

Web Camera

Light Pen

Bar Code Reader

Gene Alizaation:-

Input devices are special types of hardware devices that are used to input words, numbers, sound, or pictures into a computer.

Recapitulation :-

Q1. What is Input device?

Q2. Name different examples of Input devices.

Evaluation :-

Q1. What is a microphone?

Q2. Name the following input devices

- (a) used to control the movement of cursor. _____
- (b) used to record our voice. _____
- (c) used to read bar code at malls. _____
- (d) used to enter alphabets & numbers. _____

Home Assignment :-

Write a short note on different types of Input devices.

Comment :-

Date

Method-Inchage



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 2

Name of Teacher Pupil : Falak Khan
School : MMHTTC
Subject : Computer Science
Topic : Software
Sub-topic : Concept and Types
Teaching Aids : Charts, Chalk, Duster, Pointer, Blackboard
Teaching Method : Lecture cum Demonstration Method
Brain Storming Method

Roll No.: 210014

Class : IX

Period :

Sec. :

Date : 15/06/23

Time : 40 min

General Objective :-

1. To develop the interest of student in learning computer science
2. To develop the abilities of imagination, reasoning and observation.
3. To connect the students with technology and apply the knowledge in practical life.

Specific Objective :-

1. Students will be able to understand the concept of Software.
2. Students will be able to get knowledge of types of software.
3. Students will be able to use software in daily life.

Previous Knowledge of Students :-

Students have the awareness of the components of Computer and Hardware.

Testing of previous Knowledge/ Introduction:-

1. What is a computer? Student's Answer
electronic machine
2. What are basic parts/components of computer? Hardware & Software
3. What is hardware? physical parts of computer
4. What is software? Problematic question

Statement of Aim:-

Now, teacher will announce the topic, today, we will study about "Software"



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER2.....

Name of Teacher Pupil : Falak Khan
School : MMHTTC
Subject : Computer Science
Topic : Software
Sub-topic : Concept and Types
Teaching Aids : Charts, Chalk, Duster,
Teaching Method : Pointer, Blackboard
Lecture cum Demonstration Method
Brain Storming Method

Roll No.: 210014

Class : IX

Period :

Sec. :

Date : 15/06/23

Time : 40 min

General Objective :-

1. To develop the interest of student in learning computer science
2. To develop the abilities of imagination, reasoning and observation.
3. To connect the students with technology and apply the knowledge in practical life.

Specific Objective :-

1. Students will be able to understand the concept of Software.
2. Students will be able to get knowledge of types of software.
3. Students will be able to use software in daily life.

Previous Knowledge of Students :-

Students have the awareness of the components of Computer and hardware.

Testing of previous Knowledge/ Introduction:-

1. What is a computer?
2. What are basic parts/components of computer?
3. What is hardware?
4. What is software?

Statement of Aim:-

Student's Answer

electronic machine

Hardware & software

physical parts of computer

Problematic question

Now, teacher will announce the topic, today,
we will study about "Software"

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Software	Introduction	Software is that part of computer that cannot be seen and touched.
		To make hardware work, we need to have software in it.
		Examples -
		• A TV is hardware, the programmes that we watch is software.
		• A CD is a hardware, but the songs or movies that are stored in it are called software as they cannot be touched and seen.
	Definition	Software is a set of instructions that direct a computer to perform specific tasks or operations.
		Computer software consists of computer programs.
		What is the working of the computer?
		So, which step is done by software?
		It takes the input from the user, processes it and displays output on monitor.

STUDENT ACTIVITIES

Students are listening carefully and are able to know about the topic

Students copying down from the blackboard and understanding the concept and examples being given.

Input → Process → Output.

Processing is done by Software

BLACKBOARD WORK

Software

The part of the computer that cannot be seen and touched is known as Software.

It is a set of instructions that directs a computer to perform specific tasks or operations.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Types of Software	Introduction	Computer Software are mainly divided into two types
		1. System Software
		2. Applications Software
	System Software	It is a set of programs that controls the overall working of a computer
		Operating System is a part of system software that makes a computer run.
		It manages all input and output operations
		Example -
		Who is the operator of car?
		Similarly, Operating system is the driver of a computer. Without it, a computer cannot work.
	Application Software	The software that does a specific type of work.
		Example -
		What is the use of Ms Paint?
		What is the use of Word Pad?
		What is the use of Calculator?
		So, these are application software which performs special function

STUDENT ACTIVITIES

Students note down in their notebook.

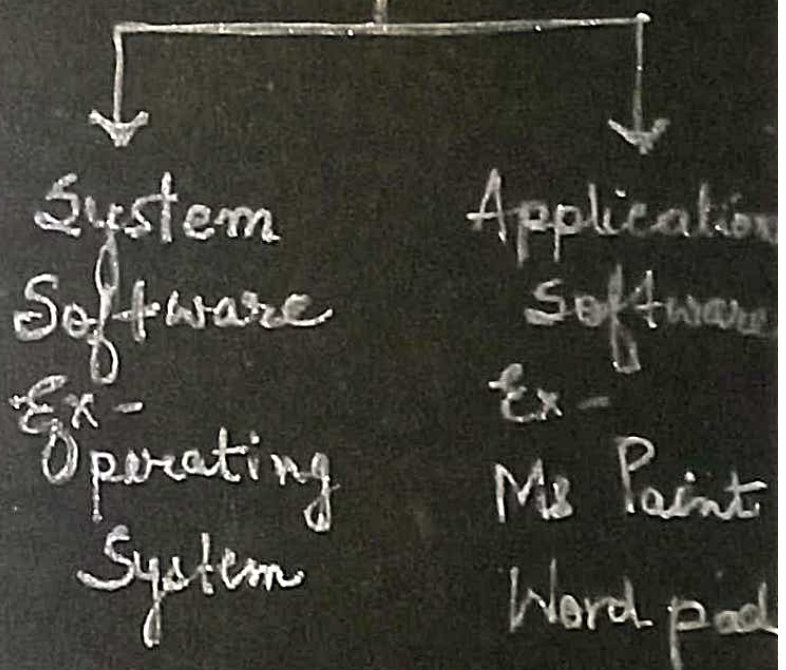
Listening Carefully and understanding the concept being taught.

Drives

- * to draw pictures
- * used for typing and making note
- * used for doing calculations

BLACKBOARD WORK

Types of Software



Gene Allzaation:-

To make any hardware work, we need software. Computer Systems, Television, Mobile Phones, etc cannot run without a software. It cannot be seen and touched. It is a set of programs or instructions for the computer to perform.

Recapitulation :-

- Q1. What is software?
- Q2. What is System software?
- Q3. What do you mean by application software?

Evaluation :-

- Q1. Name the two types of software.
- Q2. Name the part of system software that makes a computer run.
- Q3. Sheena draws a greeting card using specific software. What type of software did she use?

Home Assignment :-

- Q1. What is software?
- Q2. Write a short note on main types of software.

Comment :-

Date

Method-Inchage