

Maulana Mazharul Haque Teachers' Training College

مولانا مظہر الحق ٹیچرز ٹریننگ کالج

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

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA



LESSON PLAN

COURSE : B.Ed - 1st year

SESSION : 2022-2024

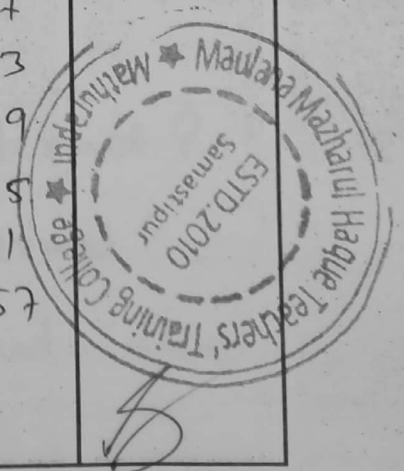
Subject COMPUTER SCIENCE

Roll No. 220008 Year 2024

Uni-Roll - 2341121

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBEROne.....(1).....

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy, Samastipur Class : 9th
Subject : Computer Science Period : 5th
Topic : Internet Sec. : A
Sub-topic : Introduction of Internet Date : 25/11/2022
Teaching Aids : Models, Laptop, Chalk etc. Time : 45 min
Teaching Method : Lecture cum demonstration method

Interactive & Participative Method.

General Objective :- To develop the Interest of Student in Computer.

To Connect the students with new technology.

Specific Objective :- Student will be know about the Internet.

Student will be able to use Internet.

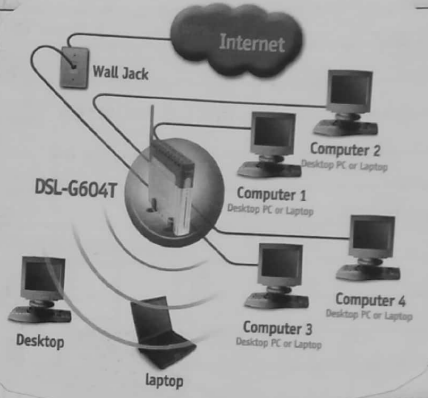
Previous Knowledge of Students :- The students must have at least State about Computer, Types of Computer, basic Knowledge of Internet etc.

Testing of previous Knowledge/ Introduction:- What is Internet?

How Can you use the Internet?

Statement of Aim:- Statement of Aim is about the Knowledge of Internet.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Introduction of Internet.	Internet is a Collection of Computers Connected by Network cables or through Satellite links. Internet is a network of Internet. There are Millions of Computing devices that are Connected to this Network. The Internet Connectivity is provided by Internet Service Providers (ISP) like BSNL, Airtel, Idea, Vodafone etc.
Intranet & Internet.	Similarity among Internet & Intranet.	Intranet used the Internet protocols such as TCP/IP & FTP. Protocol.

STUDENT ACTIVITIES	BLACKBOARD WORK
Students are able to know about the Internet.	

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Advantages of Internet.	Advantages of Internet.	Advantages:- Internet allow you to Communicate with the people through Facebook, Twitter, Yahoo, Google+, Orkut etc. * It also provides entertainment through various modes like Online and social networking apps. * Internet also allows to use many services.
Disadvantage of Internet.	Disadvantages of Internet.	⇒ Virus can be easily spread into the Computer. ⇒ Spamming corresponds to the unwanted email in bulk. ⇒ Always chance to loose personal information. ⇒ Many pornographic site effects the new generations.

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about the advantages and disadvantages of Internet.	Advantages of Internet. → Social Networking. → Education & Technology. → Entertainment Services. → Online Services. → Connectivity among the People. Disadvantages of Internet. → Threats to personal Informations. → Cyber Crimes. → Spamming → Virus Activation → Waste of time. → Pornographic Sites.

Gene Alizaation:- Internet are used to Internet protocols. Such that TCP/IP, FTP protocol.

Recapitulation :- Internet is a collection of Internet of Computers Connected by network Cable through Satellite links. Internet is a network of network.

Evaluation :- Q1) What is Internet?

Q2) What is Intranet?

Q3) Write some advantages and some disadvantages of Internet.

Home Assignment :- Q4) Fill in the blanks.

(i) The Internet Connectivity is provided by Internet.

(ii) An Intranet is a _____ network accessible only to an _____.

(iii) Intranet uses the protocol such as _____ and _____.

Comment :-

Date



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LESSON PLAN NUMBERTwo.....

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy, Samastipur Class : 9th
Subject : Computer Science. Period : 5th
Topic : Computer Memory. Sec. : A
Sub-topic : Computer Memory. Date : 26/11/2022
Teaching Aids : Models, chart etc. Time : 45 min
Teaching Method : Interactive & Participative Methods.

Lecture Cum Demonstrative Methods

General Objective :- To develop the Interest in Computer Science.

To develop understanding about the reality and apply them in real life.

Specific Objective :- Student will be able to know about the Capacity of Computer memory.

To get knowledge about memories.

Previous Knowledge of Students :- Student must have at least general familiarity with Computer memory System.

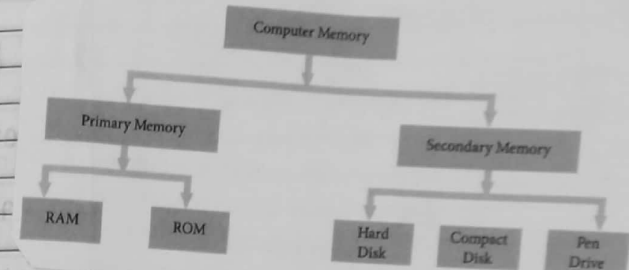
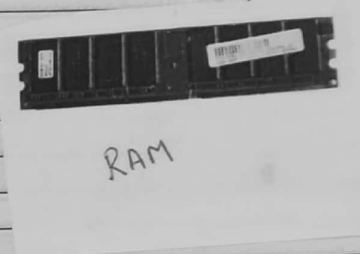
Testing of previous Knowledge/ Introduction:- What is data?

How many types of Computer memory?

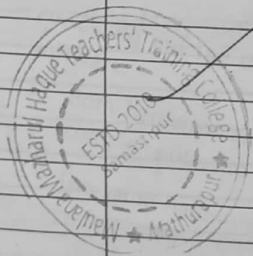
Statement of Aim:- The Statement of aim is about to know the Computer Memory.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Introductions	A memory is just like a human brain. It is used to store data and instructions. A Computer memory is the storage space in Computer where data is to be processed.
Types of Memory.	Types of Memory.	There are two types of Memory. i) Primary Memory. ii) Secondary Memory.
Primary Memory or Main Memory.	Primary Memory.	Primary Memory is also known as main memory. It has limited capacity and data is lost when power is switched off. for example RAM or ROM.

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about topic and write on their notebook.	  

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Secondary Memory.	Secondary Memory.	Secondary Memory is also known as external memory or non-volatile memory. These are magnetic and optical memory. It is non-volatile memory which is used to storage of data into a Computer.
Examples.	Examples -	for example Hard Disk, CD (Compact Disk) DVD (Digital video Disk) PD (Pendrive) HD (Hard Disk)



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about topic and write on their notebook.	

Gene Alizaation:-

There are two types of Memory. They are Primary Memory and Secondary Memory.

Recapitulation :-

A memory is just like a human brain. A computer memory is the storage capacity where data can be stored.

Evaluation :-

Q1) What is the advantages and disadvantages of memory.

Q2) How many types of Computer memory Name them.

Home Assignment :-

Q1) Write the characteristics of Primary memory.

Q2) Write the characteristics of Secondary Memory.

Comment :-

v.goa

Date

Method-Inchage



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LESSON PLAN NUMBERthree.....

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy, Samastipur Class : 10th
Subject : Computer Science. Period : 6th
Topic : HTML List Sec. : A
Sub-topic : Introduction of HTML Date : 27/11/2022
Teaching Aids : Modals, charts, Laptop. Time : 45 min
Teaching Method : Interactive & Participative Method.
Lecture cum Demonstrative Methods.

General Objective :- To develop the interest in Computer.
To Connect the student with new technology.

Specific Objective :- Student will be able to get about website
Creations and able to do HTML Coding
in practicals.

Previous Knowledge of Students :- Student must have atleast general
familiarity with website and website address.

Testing of previous Knowledge/ Introduction:- What is HTML?
What is the initial letter of any website?

Statement of Aim:- The Statement of aim is to know about
the process to make any website through
HTML.



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TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction of HTML	Introduction of HTML	⇒ Now a days we bought many items from a grocery store, one goes through the telephone directory to look for a particular phone number and many items for his task easier.
Types of Lists:-	Kinds of Lists:-	There are 3 kinds of lists. They are - i) Ordered lists ii) Unordered lists iii) Definition lists <dl>
Ordered list	ORDERED Lists	⇒ An ordered list is one that is numbered and may be also a indicate sequential form of any informations.

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to listen and understand about topic.	Input Ordered list programme. <HTML> <Head> <Title> Ordered list without numbers </Title> </Head> <Body> Software testing method Black Box testing White box testing Control Structure testing </Body> </HTML>

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Uses of Ordered & Unordered lists	Uses of Ordered & Unordered lists	HTML list is used to display some content in Ordered manner or Unordered Manner.
		Ordered list is the list which is used to make a list in an ordered manner
	Unordered list	Unordered list is the list to make which is used a list in an Unordered manner.
Nested list	Nested list	A nested list is a list within a list that can extend up to several levels.

STUDENT ACTIVITIES	BLACKBOARD WORK
There are three kinds of lists. They are ordered list, definition list and unordered list.	
He have to know about HTML and its components along with different types of list.	
① What is HTML?	
② Write a HTML Programme for Ordered list.	
③ Write a HTML Programme for Unordered list.	
④ Write a HTML Programme for Nested list.	



Gene Alizaation:-

There are three kinds of lists.
They are ordered list, definition list and Unordered list.

Recapitulation :- We have to know about HTML and it's Component along with different types of list.

Evaluation :- ① What is HTML?

② Write a HTML Programme for Ordered list.

Home Assignment :- ③ Write a HTML Programme for changing the background.

④ Write difference between ordered list and unordered list.

Comment :-

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 4th

Name of Teacher Pupil	: Ram Raghav Roy	Roll No.:	220008
School	: +2 Millat Academy, Samastipur	Class	: 9 th
Subject	: Computer Science	Period	: 5 th
Topic	: Computer & it's Evolutions	Sec.	: A
Sub-topic	: Generation of Computer.	Date	: 28/11/22
Teaching Aids	: Models, chalk, duster etc.	Time	: 40 min
Teaching Method	: Interactive and Participative Methods.		

Inductive and Deductive Methods.

General Objective :- To develop Interest in Computer Science.
To develop power of observation among students.

Specific Objective :- Student will be able to know about generation of Computer.

Previous Knowledge of Students :- What is Computer?

What is the first calculating devices?

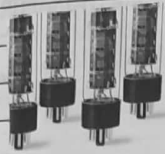
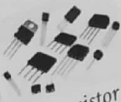
Testing of previous Knowledge/ Introduction:-

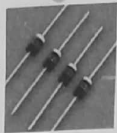
Maching devices. A Computer is an electronic Abacus is the first calculating devices.

Statement of Aim:- Aim of the student is about the know the generation of computer.



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TEACHING POINT	CONTENTS	TEACHER ACTIVITIES	STUDENT ACTIVITIES	BLACKBOARD WORK
Evolution of Computer	Evolution of Computer	 Vacuum Tubes	Student will be able to know about the generations of Computer and write on their Notebook.	The Various Stages of Computer evolutions are → First Generation Computers (1946 - 1959) ⇒ The first generation Computers were typically large and needed a room for accommodation. They used vacuum tubes. These Computer used ENIAC.
1st generation of Computer	Generation of Computer			2nd Generations of Computers (1959 - 1965) ⇒ 2nd generations of Computer used transistors and diodes in place of vacuum tubes. They were faster in speed, more reliable, larger capacity and less power consumptions.
2nd Generations of Computer	Second generations of Computer	 Transistor		

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
3 rd Generation of Computer	first third Generation	 Diodes  Integrated Circuit
4 th Generation of Computer	fourth Generation	
fifth Generation of Computer	fifth generation	

STUDENT ACTIVITIES	BLACKBOARD WORK
Students will be able to know about the generations of Computer and write on their notebook.	3rd generation of Computer (1965 - 1970) → Third generation of Computer used integrated Circuit. They were smaller and had more capacity. for example IBM 360 and 370. 4th Generation of Computer (1970 - 1985) fourth generation of Computer used microprocessor. These Computers have greater Computing power than the previous generations. 5th generations of Computer (Since 1985) fifth generations of Computers are developmental stage. They will be able to recognise images and graphs.

Gene Alizaation:-

The fifth generations of computer are development stage. They will be able to recognised image and graphs.

Recapitulation:-

We have to know about the various generations of Computers. They have various Capacity and size.

Evaluation:-

① Write the different stages of Computer?

② Write the difference between fourth and fifth generations of Computers.

Home Assignment:-

① What did the first generations of Computer used?

(ii) What did fourth generations Computer used to reduce size and increase efficiency?

Comment:-

Good

Date

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LESSON PLAN NUMBER^{5th}.....

Name of Teacher Pupil : Ram Raghav Roy

Roll No.: 220008

School

: 12 Millad Academy Samastipur

Class : 9th

Subject

: Computer Science

Period : 6th

Topic

: Types of Software

Sec. : A

Sub-topic

: Software.

Date : 29/11/22

Teaching Aids

: Models, chart, Diagrams.

Time : 40 min

Teaching Method

: Inductive and Deductive Method.

Interactive and Participative Method.

General Objective :-

To develop interest in Computer Science.

To develop power of observation among the students.

Specific Objective :-

The student will be able to know about Software and it's used.

Previous Knowledge of Students :-

The student have must to know about Computer Software.

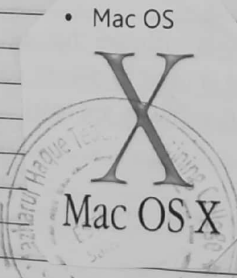
Testing of previous Knowledge/ Introduction:-

How many types of Software? name them.

Statement of Aim:-

The aim of the statement is know about the Software and it's utility.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
System Software.	Types of System Software.	Windows 
Types of Application Software.	Types of Application Software.	Linux 
		Mac OS 

STUDENT ACTIVITIES	BLACKBOARD WORK
Students will be able to know about the types of software and its Utilities.	System Software can be classified into three types:- - Operating System - Language processors. - Utilities. Application Software:- Application Software is a set of programs designed to perform specific useful task. Types of Application Software are - - General purpose application Software. - Specific purpose Application Software. - Customized Software

Gene Alizaation:-

A software are broadly
classified into two types. They
are system software and
application software.

Recapitulation :- We have to learn about software
and its types. There are two
types of software. they are system
software and application software.

Evaluation :- ① What is software?

② How many types of software?
Name them.

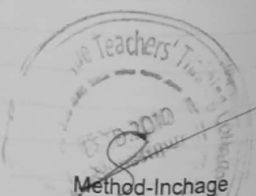
Home Assignment :- What is System Software?

How many types of System Software?

How many types of application Software?

Comment :- good

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 6th

Name of Teacher Pupil : Ram Raghav Roy
School : +2 Millat Academy Samastipur
Subject : Computer Science
Topic : Windows 10
Sub-topic : Understanding Windows 10.
Teaching Aids : Modals, Chart, Chalk, duster etc.
Teaching Method :

Roll No.: 220008

Class : 9th

Period : 7th

Sec. : A

Date : 30/11/22

Time : 40 min

Inductive and Deductive methods.

Interactive and participative methods.

General Objective :- To develop interest in Computer Science.
To develop power of observation among
students.

Specific Objective :- The student will be able to know
about windows 10 and its features.

Previous Knowledge of Students :- The student have must to
know about the operating system.

Testing of previous Knowledge/ Introduction:- What is operating system?
What is know about Recycle Bin?

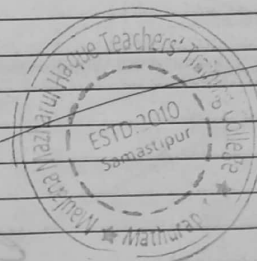
Statement of Aim:- The aim of the statement is know
about the understanding windows 10.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Useful Icons of Windows 10.	Useful Icons of Windows 10.	
	This PC	
	Recycle Bin	
	Microsoft Edge	
	Cortana	



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about useful Icons of Windows 10 and write on their Notebook.	Some Useful Icons of Windows 10. (i) This PC → My Computer or This PC in windows 10 is an essential icons to Access the local drives. (ii) Recycle Bin → Recyclebin is the dustbin of computer where deleted files or folders stored. (iii) Microsoft Edge → Microsoft edge is used to open web pages and surf the web. (iv) Cortana → Cortana is the powerful search engine. It is used to search anything on Computer.



Gene Alizaation:-

Operating system is an interactive interface between users and Computers.

Recapitulation :- We have to learn about Windows 10. Windows 10 is the latest version of operating system by Microsoft.

Evaluation :-
(i) What is operating system?
(ii) Write some useful Icons of Windows 10.

Home Assignment :-
(i) What is Cortana?
(ii) What do you know about Recycle Bin?

Comment :-

good

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 7th

Name of Teacher Pupil : Ram Raghar Roy Roll No.: 220008
School : +2 Millat Academy, Samastipur Class : 9th
Subject : Computer Science Period : 7th
Topic : MS word 2016. Sec. : A
Sub-topic : More on MS word 2016. Date : 30/11/22
Teaching Aids : Charts, Models, chalk etc. Time : 40 min
Teaching Method :

Interactive and Participative Methods.
Inductive and Deductive Methods.

General Objective :- To develop interest in Computer.
To develop power of observation among the students.

Specific Objective :- The student will be able to know about MS word and its uses.

Previous Knowledge of Students :- Student have must to know about word processing software and its uses.

Testing of previous Knowledge/ Introduction:- MS Word is a word Processing software by Microsoft to represent any documents.

Statement of Aim:- The Aim of the Students is know about the word processing software.



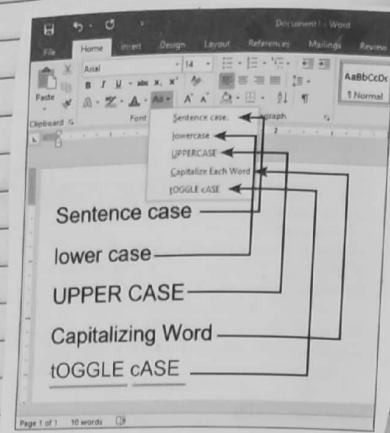
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TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
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features
of
MS
Word.

features of
Microsoft
Word.

Types of
Cases.



font
style
and
font
size.

STUDENT ACTIVITIES

Students will
be
know about
the
features of
MS Word.

BLACKBOARD WORK

iii) Changing Case →
There are 5 types
of Cases in MS Word.

- Sentence case.
- lower case.
- UPPER CASE
- Capitalize Each Word
- TOGGLE cASE.

iv) Inserting Clip Arts.

⇒ MS Word also gives
the option of putting
pictures at desired
places along with text.

v) Changing Bullet Styles

⇒ In MS Word you will
also change the font
size and font style.

Gene Alizaation:- MS Word is a Word Processing software by Microsoft.

Recapitulation :- We have to know about MS Word is a word processing software. It is used to write letters, stories, notices or any other types of documents.

Evaluation :-

Q1) How many types of Case? Name them.

Q2) Write some features of MS word?

Home Assignment :- Q1) What do you know about MS word?

Q2) What is thesaurus?

Q3) What is Upper Case?

Comment :-

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 8th

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 6th
Topic : Inserting tables in MS word Sec. : A
Sub-topic : Tables in MS word. Date : 1/12/22
Teaching Aids : Models, Charts, chalk etc. Time : 40 min
Teaching Method :

Interactive & Deductive Methods.

Inductive & Participative Methods

General Objective :- To developed interest in Computer Science.
To developed power of observation among Students.

Specific Objective :- Student will be able to Inserting
Tables in MS word.

Previous Knowledge of Students :- Student must have knowledge of
Microsoft word to represent any data
and documents.

Testing of previous Knowledge/ Introduction:- Tables are a way of
representing any data in the form of
rows and columns.

Statement of Aim:- Aim of the student is know about
the tables in MS word.

Method-Inchage



Introduction

Row
&
Column

Step 1

Step 2

Step 3

Insert number of rows and columns

Insert Table

Table size

Number of columns: 5

Number of rows: 2

Autofit to content

☒ Fixed column widths

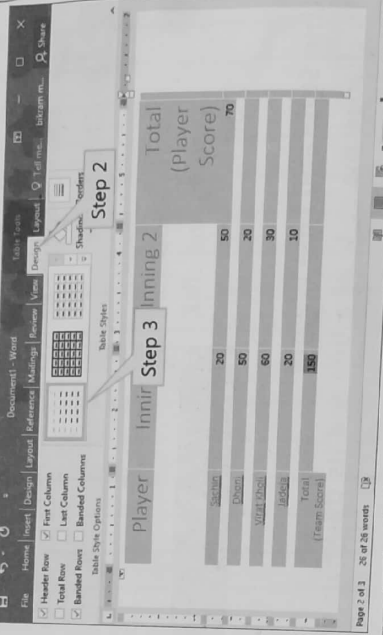
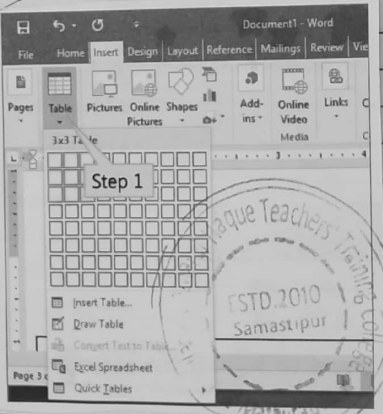
☐ Autofit to contents

☐ Autofit to window

☐ Remember dimensions for new tables

OK Cancel

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Tables in MS Word and write on their notebook.	Tables are a way of representing any data in the form of rows and <u>Columns</u> . This way the data becomes more organised and easy to analyse. A <u>row</u> is a set of cells arranged horizontally while a <u>Column</u> is a set of cells arranged vertically.
	Cells → The Intersection of a row and a Column creates a box called a cell.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Cells.	Merging & Splitting Cells.	
Styles of Tables.	Styles of Tables	
Uses of Tables.	Uses of Tables	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to understand about Combining and Breaking the Cells and write on their notebook.	Combining more than one cell of a same row or column is called merging. Breaking up of one cell is called splitting of cells. The two are the reverse of each other. Styles of Tables:
	There are some ready-made table options for you, in which the colour, border etc are already decided. The option is there in Design tab, which appears when a table is inserted.
	Table are used to do simple calculation with numeric data.

Gene Alizaation:- Tables are a way of representing any data in the form of rows and Columns.

Recapitulation :- We have to know about the tables are a way of representing any data in form of rows and Columns.

Evaluation :- (i) Define tables.

(ii) What do you mean by splitting and merging cells?

Home Assignment :- (i) What are the various ways to include tables in MS word?

(ii) Write the difference between rows & Columns.

Comment :-

Date



Maulana Mazharul Haque Teacher's Training College

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 9th

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 6th
Topic : MS PowerPoint 2016 Sec. : A
Sub-topic : PowerPoint 2016 Date : 2/12/22
Teaching Aids : Models, charts, chalk etc. Time : 40 min
Teaching Method :

Interactive & Participative Methods.

Inductive & Deductive Methods.

General Objective :- To develop rational thinking.

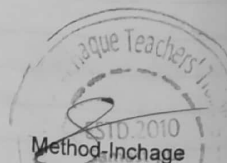
To develop power of observation among students.

Specific Objective :- Student will be able to know about PowerPoint presentation and its uses.

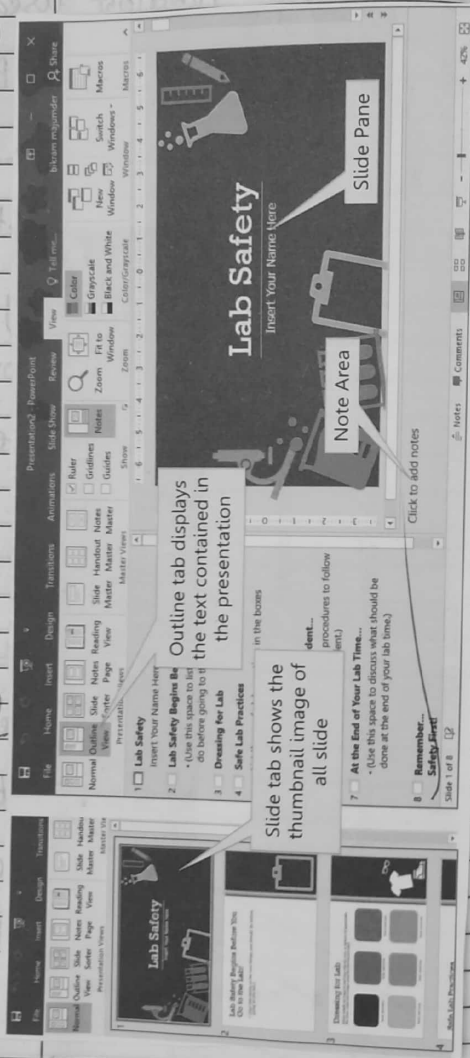
Previous Knowledge of Students :- Students must to know about presentation and its effects.

Testing of previous Knowledge/ Introduction:- PowerPoint is a presentation software that is used to make any presentation effective.

Statement of Aim:- The Aim of the students is about making a presentation.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Viewing & Organising Slides	Viewing & Organising Slides	
Types of Slides Layouts	Types of Slides Layouts	



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Slides and Types of layouts in MS Powerpoint and Write on their Notebook.	Viewing and Organising Slides:- MS PowerPoint Comes with a Choice of different kinds of views. There are three main views are - i) Normal Views ii) Slide Sorter View iii) Slide Show views. Types of Slide layouts:- i) Title Slides ii) Title & Content Slides. iii) Section header. iv) Two Content. v) Comparison vi) Content with Caption. vii) Picture with Caption. viii) Title Only ix) Blank.

Gene Alizaation:-

MS Powerpoint is a software which is used to make presentations.

Recapitulation :-

We have to know about the PowerPoint Presentation to make Presentation more effective.

Evaluation :-

- i) What is MS Power Point?
- ii) Define Slides.
- iii) Name the various Slides Layouts.

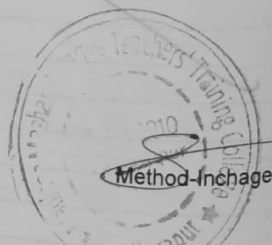
Home Assignment :-

- ① What is Presentation?
- (ii) How many types of Layout? Name them.
- iii) Which layout contain the Placeholders?

Comment :-

Good

Date



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مَوْلَانَا مَظْهَرُ الْحَقِّ تَرْبِيَةِ مُعَلِّمِيْنَ كَوَالِج

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 10th

Name of Teacher Pupil : Ram Raghav Roy
School : 42 Millad Academy Samastipur
Subject : Computer Science.
Topic : MS Excel 2016
Sub-topic : Introduction to MS Word 2016
Teaching Aids : Charts, Modals, chalk etc.
Teaching Method :

Roll No.: 220008

Class : 9th

Period : 4th

Sec. : A

Date : 3/12/22

Time : 40 min

Interactive & Participative Methods.
Inductive & Deductive Methods.

General Objective :-

To develop interest in Computer Science
To develop power of observation among the Students.

Specific Objective :-

The Student Will be able to know about MS Excel 2016.

Previous Knowledge of Students :-

Student have must to know about spreadsheet software to organised data into rows and columns.

Testing of previous Knowledge/ Introduction:-

Microsoft Excel is an electronic spreadsheet software to used organised data.

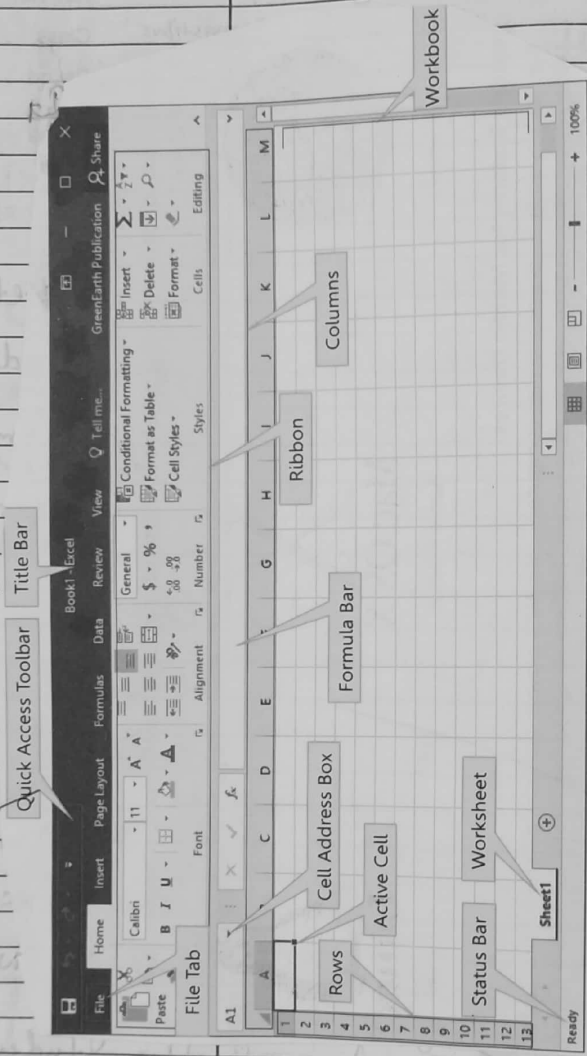
Statement of Aim:-

The Aim of the Students is know about the MS Excel 2016.



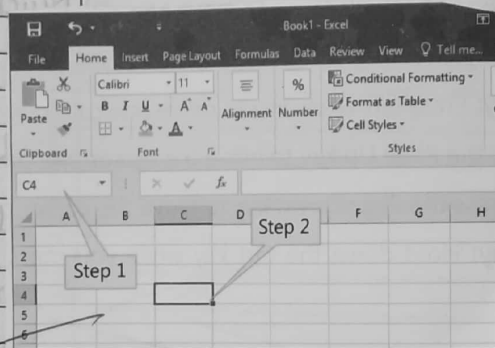
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TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Introductions	



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about MS Excel and its Component and Write on their Notebook.	Microsoft Excel is an electronic spreadsheet that is used to Organised data into rows and Columns. It is used to perform mathematical Calculations quickly. The Component of MS Excel - Quick Access Toolbar - Title Bar - File Tab - Cell Address Box - Formula Bar - Ribbon - Workbook - Rows & Columns - Worksheet - Active Cell - Status Bar

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Worksheet	Move Around a Worksheet	
	Used by following keys.	



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Worksheet in MS Excel.	Move Around a Worksheet used keys are- (i) The down Arrow key → To move one cell by downward at a time. (ii) UP Arrow key → Press the one cell upward at a time. (iii) Right Arrow key → Press the one cell towards the right at a time. (iv) Left Arrow key → Press one cell towards left. v) Page Up key → Press to move up one page. vi) Page down key → To move the cursor one page down. vii) The Ctrl Home key → Press down to the Home key.



Gene Alizaation:- Microsoft Excel is an electronic spreadsheet that is used to organised data into rows & Columns.

Recapitulation :- We have to know about the Spreadsheet Software MS Excel and it's uses.

Evaluation :-
Q1) Define Workbook.
Q2) Write the Component of MS Excel.
Q3) What is Active cells?

Home Assignment :-
Q1) What do you know about MS Excel?
Q2) How many types of worksheet keys?
Name them.

Comment :-

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER^{11th}.....

Name of Teacher Pupil : Ram Raghar Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 5th
Topic : Scratch Sec. : A
Sub-topic : Introduction to scratch Date : 4/12/22
Teaching Aids : Modals, charts, chalk etc. Time : 40 min
Teaching Method : Inductive & Deductive Methods

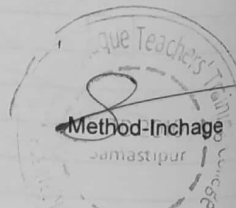
General Objective :-
Interactive & Participative Methods.
To develop the interest in Computer.
To develop the thinking among students.

Specific Objective :-
The Student will be able to know about scratch and it's uses.

Previous Knowledge of Students :-
Students have must to know about instructions of Computer by programming language.

Testing of previous Knowledge/ Introduction:-
Computers need to be instructed about each task by special programming language.

Statement of Aim:-
The Aim of the Students to know about scratch.



STUDENT ACTIVITIES	BLACKBOARD WORK
Student will	Computer need to be
be	instructed about each task.
able to	The set of instructions to
know	be executed by a Computer
about scratch	is written in a special
and write	language called Programming
on their	Language.
Notebook.	Scratch open an exciting
	World of Computer programming
	for school students and
	other beginners.
	Scratch is a visual
	Programming language
	to help introduce kids
	to programming Concepts.
	It is used to Create
	interactive stories, games
	and animations. It is a
	free programming.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Scratch	Types of Block in Scratch	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about types of blocks in Scratch and write in their Notebook.	There are 9 section of blocks in Scratch.
	i) Motion → Motion blocks Control the sprite's movement.
	ii) Looks → It's to say think Show, hide and Change colour.
	iii) Sound → Block that play different sounds.
	iv) Pen → Pen Blocks Control the Pen up, down and shape.
	v) Event → Code of even block executed when event occurs
	vi) Control → It sprits base on condition
	vii) Sensing → Block that detect things.
	viii) operator → Block that operate logical function.
	ix) Data → It is variable and list block.

Gene Alizaation:-

Scratch is a visual programming language to help introduce kids to programming Concepts.

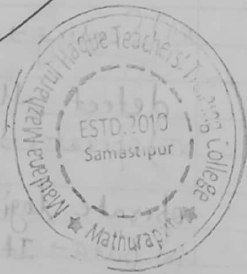
Recapitulation :- We have to know about that Scratch is a visual programming language.

Evaluation :- Q1) What is sprite?
Q2) How many types of block in Scratch? Name them.

Home Assignment :- Q1) What is Scratch?
Q2) What is programming language?
Q3) What is events?

Comment :-

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER^{12th}.....

Name of Teacher Pupil : Ram Raghar Roy Roll No.: 220008
School : 42 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 5th
Topic : Publisher 2016 Sec. : A
Sub-topic : Introduction to Publisher 2016 Date : 5/12/22
Teaching Aids : Modals, charts, chalk etc. Time : 40 min
Teaching Method : Interactive & Participative methods.
Inductive & Deductive methods.

General Objective :- To develop interest in Computer Science.
To develop power of observation among the students.
Specific Objective :- Student will be able to know about Publisher 2016.

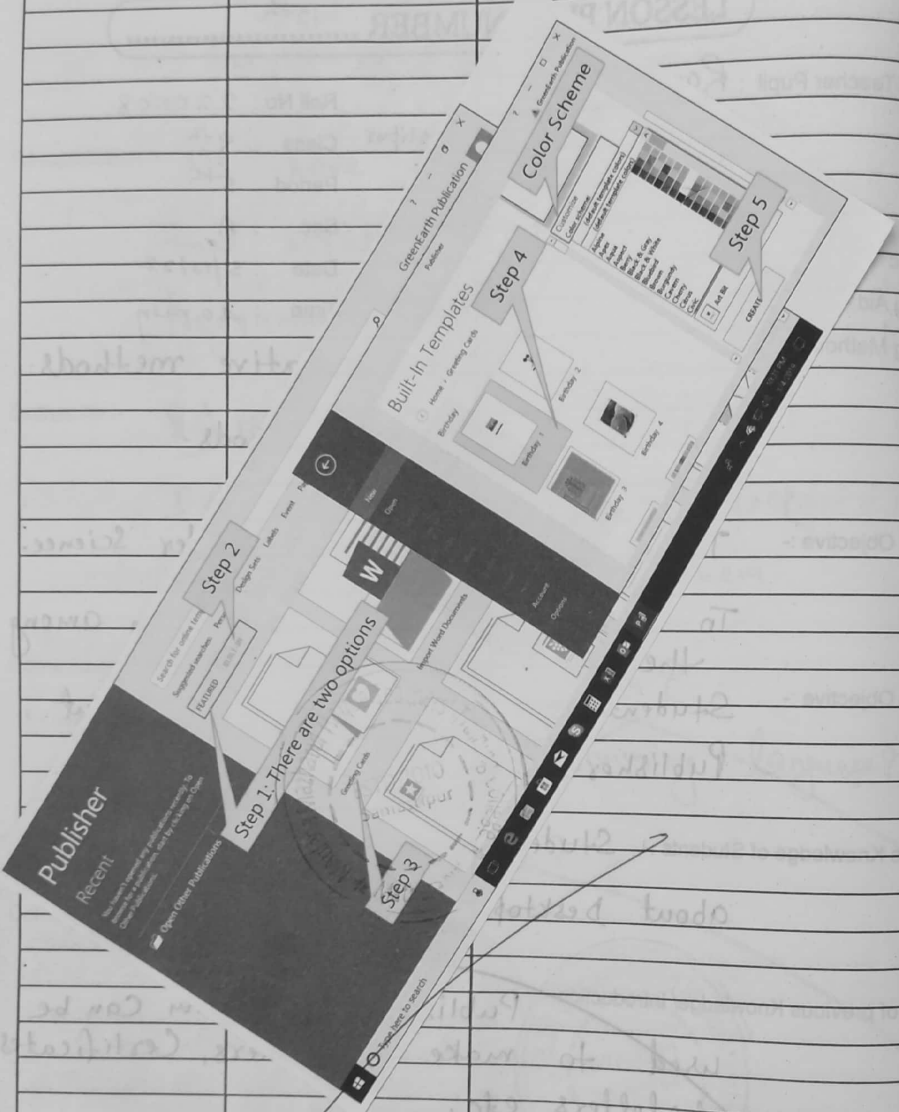
Previous Knowledge of Students :- Student have must to know about Desktop publishing program.

Testing of previous Knowledge/ Introduction:- Publishing program can be used to make banners, Certificates new letters etc.

Statement of Aim:- The Aim of the student is to know about uses of Publishing Programme.



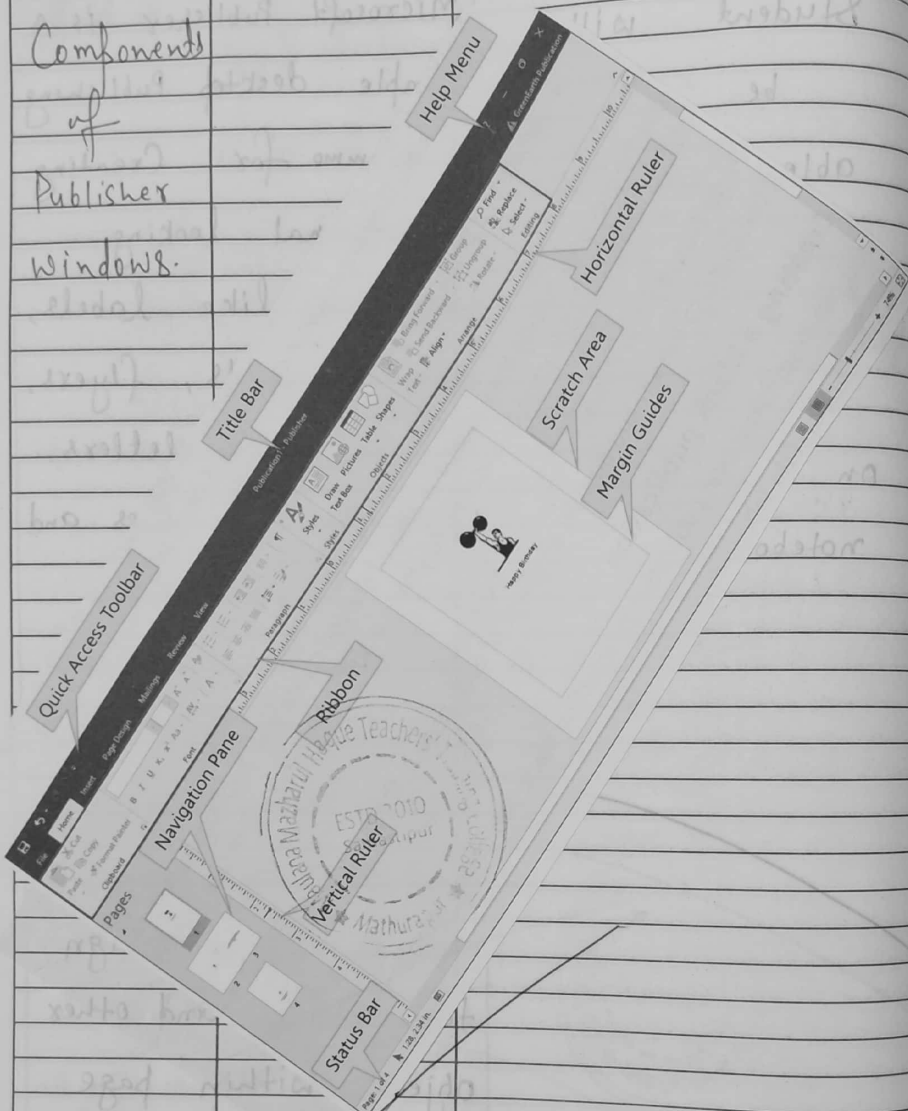
TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Introduction	



The screenshot shows the Microsoft Publisher 2016 interface. Five steps are labeled with arrows pointing to specific features:

- Step 1:** Points to the 'Recent' list in the top-left corner.
- Step 2:** Points to the 'File' tab in the ribbon.
- Step 3:** Points to the 'Page Layout' tab in the ribbon.
- Step 4:** Points to the 'Built-In Templates' section in the 'Page Layout' tab.
- Step 5:** Points to the 'Color Scheme' task pane on the right side.

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Publisher 2016 and write on their notebook.	Microsoft Publisher is a Simple desktop Publishing Programme for Creating professional looking publications like labels, greeting Cards, flyers, brochures, newsletters, banners, Certificates and much more.
	Publisher has a large number of tools to help to add pictures and text. It can also arrange and align text image and other objects within page margins.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Components of Publisher Windows.	 The screenshot shows the Microsoft Publisher 2010 interface. Labels point to the following components: Help Menu, Title Bar, Quick Access Toolbar, Navigation Pane, Ribbon, Vertical Ruler, Horizontal Ruler, Scratch Area, Margin Guides, and Status Bar. A circular stamp from 'Mathurapur College' is visible over the center of the interface.	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Components of Publisher and types of Guides and write on their Notebook.	Components of Publisher Windows are — - Quick Access Toolbar - Title Bar - Help menu - Navigation Pane - Horizontal Ruler - Vertical Ruler - Ribbon - Scratch Area - Margin Guides - Status Bar. There are two types of Guides. They are followings: - Margin Guides. - Customizable Guides.

Gene Alizaation:-

Microsoft Publisher is a simple desktop Publishing Program for Creating professional looking files.

Recapitulation:-

We have to know about the Publisher 2016 and it's uses to create any documents.

Evaluation:-

Q1) What is the use of Publisher 2016?

Q2) How many Components of Publisher 2016? Name them.

Home Assignment:-

Q1) How many types of Guides? Name them.

Q2) What is the use of building blocks? What are its types.

Comment:-

Date

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 13th

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 6th
Topic : Algorithm & Flowchart Sec. : A
Sub-topic : Algorithm & Flowchart Date : 6/12/22
Teaching Aids : Models, charts, chalk etc. Time : 40 min
Teaching Method : Inductive and Deductive Methods.

Interactive and Participative Methods.

General Objective :- To developed the interest in Computers.
To develop the power of observation among the Students.

Specific Objective :- Students will be able to know about algorithm and flowcharts.

Previous Knowledge of Students :- Student have must to know about algorithm and its uses.

Testing of previous Knowledge/ Introduction:- Algorithm is the first step in developing program.

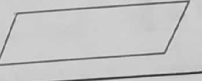
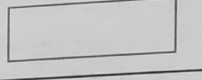
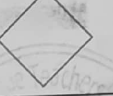
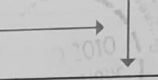
Statement of Aim:-



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Algorithm	for example of writing an algorithm to get ready for school.
	Example of Algorithm.	Step 1 ⇒ Wake up at 6:00 am. Step 2 ⇒ Brush your teeth. Step 3 ⇒ Take bath and wear school uniform Step 4 ⇒ Take breakfast and drink milk. Step 5 ⇒ Walk to the bus stop and take the bus. Step 6 ⇒ Stop.

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to understand Algorithm and write on their Notebook.	Algorithm is the first step in developing a program. An algorithm can be define as a sequence of Instructions for solving a problems. In Simple words an algorithm can also be defined as a step by step procedure for solving a given problem. ⇒ Algorithm is written in a Simple English language. ⇒ Write each instructions in a separate line. ⇒ Functions of each statement needs to be very clear.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Flowchart	Symbols of flowchart.
Flowchart		

Name	Symbol
Start/Stop Box	
Input/Output Box	
Process Box	
Decision Box	
Flow Lines	
Connector	

Student will be able to understand flowchart and types of symbol used in

flowchart and write on their Notebook.

A flow-chart is pictorial representation of an algorithm.

A flowchart makes it easier to understand the logic behind writing a program.

Various kinds of symbol used in flowcharts

⇒ Start/Stop Box

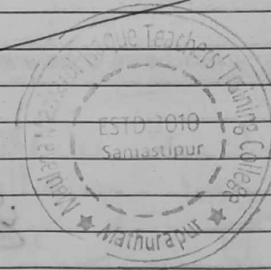
⇒ Input/Output Box

⇒ Process Box

⇒ Decision Box

⇒ Flow Lines

⇒ Connector



Gene Alizaation:-

Algorithm is a first step in developing a program.

Recapitulation :-

We have to read about Algorithm and flowchart that is developing program.

Evaluation :-

Q1) What is Algorithm?

Q2) What is flowchart?

Home Assignment :-

Q1) Write the symbols used in flowchart.

Q2) Write an algorithm to get ready for school.

Comment :-

Good

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 14th

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science. Period : 5th
Topic : Computer System. Sec. : A
Sub-topic : Component of Computer. Date : 7/12/22
Teaching Aids : Models, Charts, Diagrams. Time : 40 min
Teaching Method :

Interactive and Participative Methods.

Inductive and Deductive Methods.

General Objective :- To develop interest in Computer Science.
To develop attitudes for solving problems.

Specific Objective :- Student will be able to know
about Computer system.

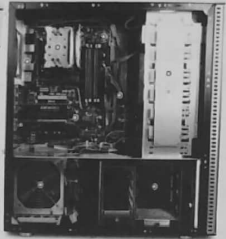
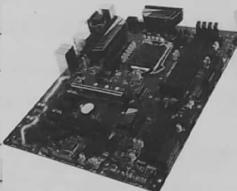
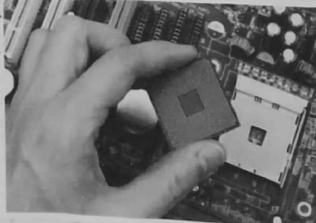
Previous Knowledge of Students :- Student have must to know
about Computer parts and Components.

Testing of previous Knowledge/ Introduction:- A Computer is an electronic
device to built to recognize and follow the
given instructions.

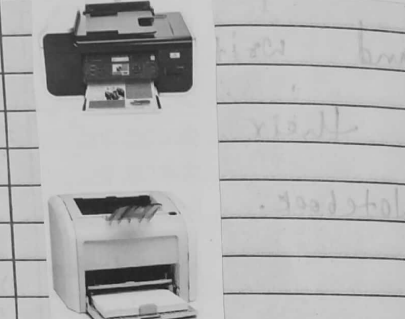
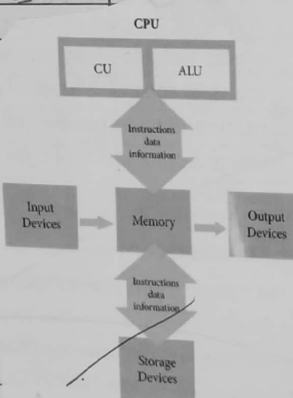
Statement of Aim:-

The Aim of the Statements are to
know about Computer Components.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Components of Computer Cabinet	Components of Computer Cabinet	
Devices Input Devices	Input Devices	 Inside of Computer Cabinet   
	Processing Devices	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be know about parts of Computer Components and write on their Notebook.	The Main Components of Computer Cabined are - ⇒ Processor ⇒ Motherboard ⇒ Hard Disk Drive ⇒ Power Supply ⇒ Modem ⇒ Computer Ports. <u>Input Devices</u> ⇒ Drawing Tablet ⇒ Touch Screen. ⇒ Mice ⇒ Keyboard ⇒ Microphone ⇒ Joy Stick <u>Processing Unit</u> ⇒ CPU ⇒ MU MU (Memory Unit) ⇒ CU (Control Unit)

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Output Devices.	Output Devices	
Storage Devices.	Storage Devices	
		

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be know about output of Storage Devices and write on their Notebook	<u>Output Devices</u> ⇒ Dot Matrix Printer ⇒ Liquid Crystal Display ⇒ Light Emitting Diode ⇒ Speaker. ⇒ Monitor
	<u>Storage Devices</u> ⇒ Pendrive ⇒ Hard disk ⇒ Memory Card ⇒ Compact Disk ⇒ Digital video Disk. ⇒ Storage Devices etc.

Gene Alizaation:- The main Components of Computer Cabinet are Processor, Motherboard, Power supply, Hard disk drive, Modem, Computers Ports etc.

Recapitulation :- We have to know about Computers Cabinet, Components. They are very useful for us.

Evaluation :- Q1) Write the Input parts of Computer.

Q2) Write the output parts of Computer.

Home Assignment :- Q1) Write the name of Storage parts of Computer.

Q2) Write the name of processing parts of Computer.

Comment :-

Date

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER15th.....

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : H2 Millad Academy Samastipur Class : 9th
Subject : Computer Science. Period : 7th
Topic : Number System. Sec. : A
Sub-topic : Number System Date : 8/12/22
Teaching Aids : Charts, Chalk, Duster etc. Time : 40 min
Teaching Method : Interactive and Participative Method.

Inductive and Deductive Method.

General Objective :- To develop interest in ~~number~~ Computer
To develop power of observation.

Specific Objective :- Student will be able to know about Number System.

Previous Knowledge of Students :- Student have must to know about Number System and digits.

Testing of previous Knowledge/ Introduction:- A Number System is the way to represent a number in different form.

Statement of Aim:- The Aim of the Statement are to know about represent data in different form.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES	STUDENT ACTIVITIES	BLACKBOARD WORK
Types of Number System.	Number System.	Types of Number System (i) Binary Number System. (ii) Decimal Number System. (iii) Octal Number System. (iv) Hexadecimal Number System.	Student will be able to know about various types of Number System and write on their Notebook.	There are 4 types of Number Systems are - i) Binary Number System ⇒ The Number system that base value is 2 and used 0 and 1 only. ii) Decimal Number system The base value of decimal is 10 and represent data 0, 1, 2, 3, 4, 5, 6, 7, 8 & 9. iii) Octal Number system The base value of octal Number is 8 and used data 0, 1, 2, 3, 4, 5, 6 & 7. iv) Hexadecimal Number system ⇒ The base of hexadecimal is 16 and used data 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E & F.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES	STUDENT ACTIVITIES	BLACKBOARD WORK
<u>Conversation</u>	Examples 1.	$(25)_{10} \rightarrow (11001)_2$ $\begin{array}{r l} 2 & 25 & 1 \\ \hline & 12 & 0 \\ & 6 & 0 \\ & 3 & 1 \\ & 1 & \end{array}$	Student will be	<u>Bits & Bytes</u>
			Know	1 Bit = 1 digit.
			about Conversion	1 Byte = 8 bits
			of Binary to	1 KB = 1024 Bytes.
			Decimal Number	1 MB = 1024 KB.
			System.	1 GB = 1024 MB.
				1 TB = 1024 GB
	Example 2.	$(56)_{10} \rightarrow (111000)_2$ $\begin{array}{r l} 2 & 56 & 0 \\ \hline & 28 & 0 \\ & 14 & 0 \\ & 7 & 1 \\ & 3 & 1 \\ & 1 & \end{array}$		Convert Binary to Decimal
				$(1100101)_2 \rightarrow (101)_{10}$ $= 1 \times 2^6 + 1 \times 2^5 + 1 \times 2^2 + 1 \times 2^0$ $= 64 + 32 + 4 + 1$ $= (101)_{10}$
				$(110001011)_2 \rightarrow (395)_{10}$ $= 1 \times 2^8 + 1 \times 2^7 + 1 \times 2^3 + 1 \times 2^1 + 1 \times 2^0$ $= 256 + 128 + 8 + 2 + 1$ $= (395)_{10}$

Generalization:-

There are four types of Number Systems are Binary, Octal, Decimals and Hexadecimals.

Recapitulation:-

We have to know about Computer Number System and Conversion binary to Decimal and Decimal to Binary.

Evaluation:-

- Q1) What is Number system?
- Q2) Convert Binary to Decimal
(a) $(1101101)_2$ (b) $(111000111)_2$

Home Assignment:-

- Q1) How many types of Number System? Name them.
- Q2) What is Octal Number System? and write their Base value.

Comment:-

Date

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER16th.....

Name of Teacher Pupil :

Ram Raghav Roy

Roll No.: 220008

School

: 42 Millat Academy Samastipur

Class : 9th

Subject

: Computer Science.

Period : 6th

Topic

: Windows 10

Sec. : A

Sub-topic

: Details on Windows 10

Date : 9/12/22

Teaching Aids

: Models, Charts, Chalk etc.

Time : 40 min

Teaching Method

Interacting and Participating Methods.
Inductive & Deductive Method.

General Objective :-

To develop the Interest in Computer
To develop the power of observation
Among Students.

Specific Objective :-

Student will be know about features
of windows 10.

Previous Knowledge of Students :-

Students have must to know
about Computer Software and
it's features.

Testing of previous Knowledge/ Introduction:-

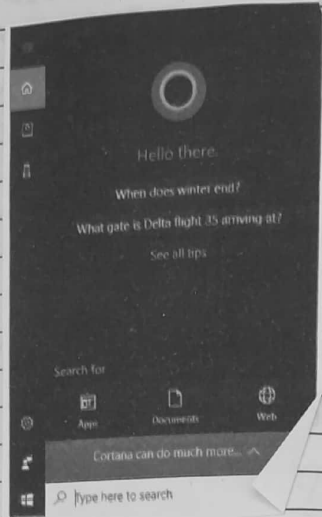
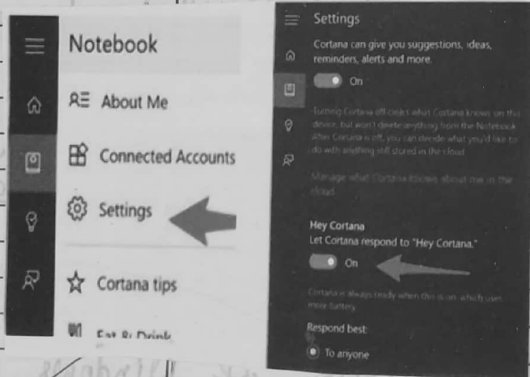
Windows 10 is the latest
version of Windows by Microsoft.

Statement of Aim:-

The Aim of the Students to know
about the features of windows 10.



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TEACHING POINT	CONTENTS
<u>Introduction</u>	<u>Windows 10</u>
features of Windows 10.	 

Student will be know about the features of Windows 10. and write on their Notebook.

Windows 10 is an operating system that is developed and released by Microsoft on July 29, 2015. It supports a full range of microdevices, mobiles, tablets, laptops and desktop system. Features of Windows 10.

- ⇒ Cortana.
- ⇒ Virtual Desktop.
- ⇒ Windows Hello.
- ⇒ Setting.
- ⇒ Notification Center.
- ⇒ Biometric locks.
- ⇒ Windows Store.

Gene Alizaation:-

Windows 10 is an operating system that is developed and released by Microsoft on July 29th in 2015.

Recapitulation:-

We have to know about the latest version of Windows operating system of Windows 10.

Evaluation:-

Q1) What is the latest version of Windows?
Q2) Write the features of Windows 10.

Home Assignment:-

Q1) Describe the use of Action Center.
Q2) Explain the features of Windows 10.

Comment:-

good

Date

Method-Inchage

ESTD 1010
Samastipur



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مولانا مظہر الحق ٹیچر ٹریننگ کالج

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER17th.....

Name of Teacher Pupil :

Ram Raghar Roy.

Roll No.: 220008

School

+12 Millat Academy

Class : 9th

Subject

Computer Science.

Period : 5th

Topic

Elaboration on MS Excel

Sec. : A

Sub-topic

Elaboration on MS Excel.

Date : 10/12/22

Teaching Aids

Charts, Models, Chalk etc.

Time : 40 min

Teaching Method

Interactive & Participative Method.

Inductive & Deductive Method.

General Objective:-

To develop interest in Computer Science
To develop the power of observation.

Specific Objective:-

The Student will be know about
elaboration on MS Excel.

Previous Knowledge of Students:-

Student have must to know
about MS Excel and its benefits.

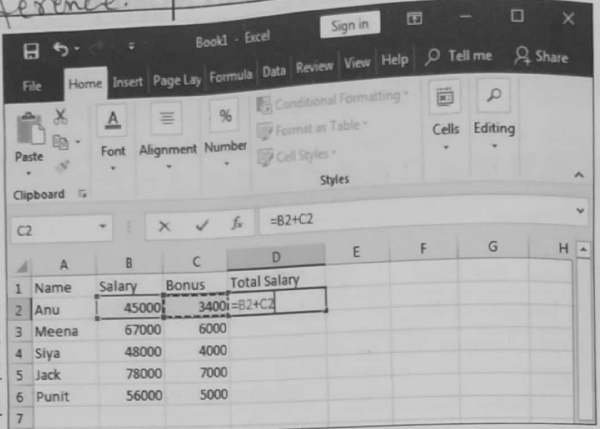
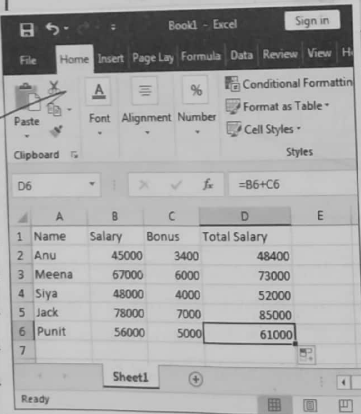
Testing of previous Knowledge/ Introduction:-

MS Excel is a Spreadsheet
Software. That is used to
represent data in different form.

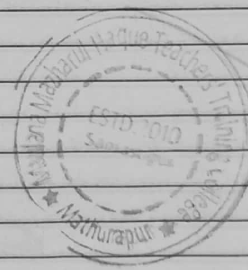
Statement of Aim:-

The Aim of the Student is about
to know represent data in tabular form.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
<u>Introduction</u>	Cell Reference.	
		
	Relative Reference	
		

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be know about Cell reference and Relative Reference and Write on their Notebook.	A Cell reference identifies the locations of a cell or group of cell in spreadsheet. A Cell reference is also known as Cell Address. These references are used in formulas, functions Charts and other applications. Relative reference - A relative reference cell is in a formula is based on the relative position of the cell Containd in formula.



Gene Alizaation:-

A cell reference identifies the locations of a cell or group in a group of spreadsheet.

Recapitulation :-

We have to know about elaboration of MS Excel and different Cell address.

Evaluation :-

Q1) What is cell reference? Explain.

Q2) Write difference between Relative and Mixed referencing.

Home Assignment :-

Q1) What is the the output of

(a) = Mod(10, 4)

(b) = Min(3, 4, -5, -6)

(c) = Product(10, 5, 2)

(d) = Count(23, 4, 6)

Comment :-

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER18th.....

Name of Teacher Pupil : Ram Raghav Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science. Period : 5th
Topic : Creating Charts in MS Excel. Sec. : A
Sub-topic : Creating Charts in MS Excel. Date : 11/12/22
Teaching Aids : Charts, Models, Diagrams etc. Time : 40 min
Teaching Method :

Interactive & Participative Method

Inductive & Deductive Method

General Objective :- To develop interest in Computer.

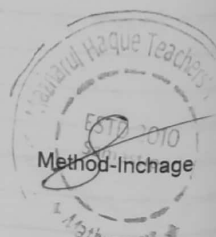
To develop power of observation.

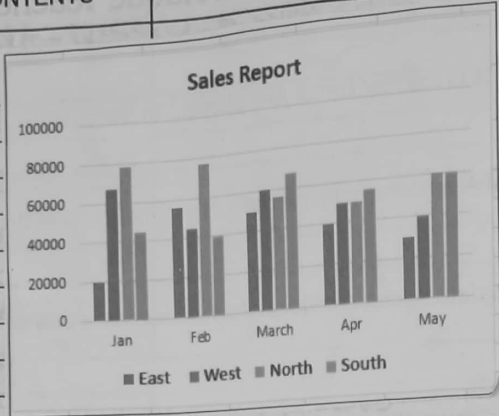
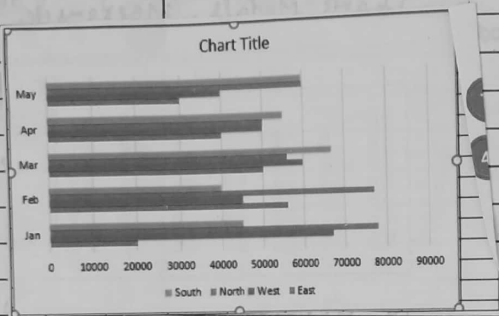
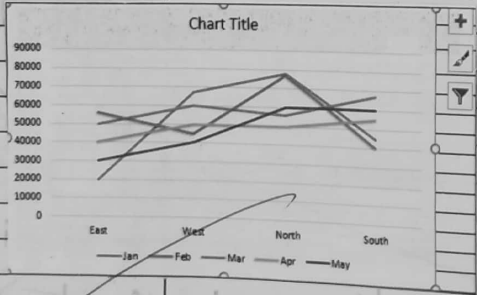
Specific Objective :- Student will be able to create Charts in MS Excel.

Previous Knowledge of Students :- Student have must to know About MS Excel.

Testing of previous Knowledge/ Introduction:- MS Excel is a spreadsheet software to create any types of Chart.

Statement of Aim:- The Aim of the student is about to create Charts in MS Excel.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction of Charts		
		
Components of Charts		
Ms Excel.		

STUDENT ACTIVITIES

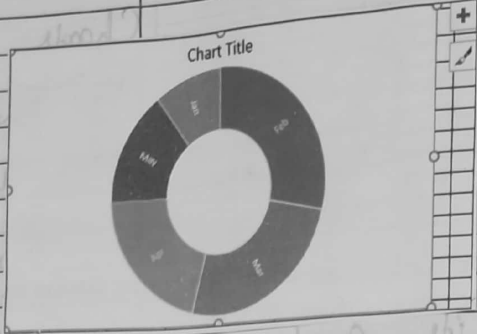
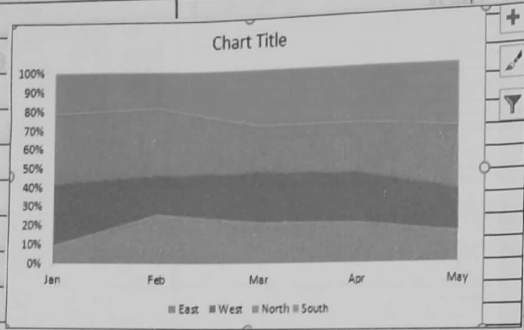
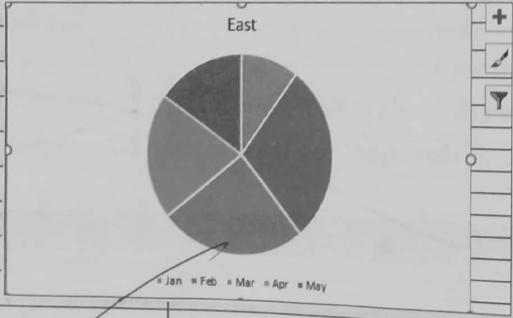
Student will be able to know about chart and its component and write on their Notebook.

BLACKBOARD WORK

Charts are visual representation of worksheet data. Chart often makes to understand the data in a worksheet because user can easily pick out patterns and trends.

The Plot area in a chart on graph in spreadsheet programs refers to the area of the chart that graphically displayed.

Components of chart in Excel
 ⇒ Chart Area, Plot Area
 Chart Title, Legends,
 X-axis, Y-axis, Gridlines,
 Data labels, Chart Axis title.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Different types of chart in MS Excel.		
		
		

Student will be able to know different types of chart in MS Excel and write on their Notebook.

Different types of chart in MS Excel.

- =) Column Charts
- =) Bar Charts
- =) Line Charts
- =) Pie Charts
- =) Area Charts
- =) Sunburst Chart.
- =) Customising Charts.

Gene Alizaation:-

Charts are Visual Representation of worksheet data. It works to understand the data in a worksheet.

Recapitulation :-

~~Q1) What~~ We have to know about the charts and different types of chart and its uses.

Evaluation :-

Q1) What is a chart?

Q2) How many types of charts in MS Excel? Name them.

Home Assignment :-

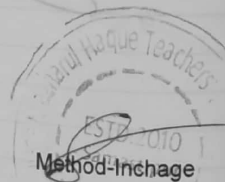
Q1) Write the Components of MS Excel Chart?

2) Write difference between Bar graph & Pie charts.

Comment :-

good

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 19th

Name of Teacher Pupil : Ram Raghar Roy. Roll No.: 220008

School : 42 Millet Academy Samastipur Class : 9th

Subject : Computer Science. Period : 5th

Topic : Sway 2016. Sec. : A

Sub-topic : Sway 2016. Date : 12/12/22

Teaching Aids : Charts, Models, Diagrams. Time : 40 min

Teaching Method :

Inductive & Participative Methods.

Interactive & Inductive methods.

General Objective :- To develop the interest in Computer
To develop the thinking in Computer Science.

Specific Objective :- Student will be able to know
Sway 2016 and its uses.

Previous Knowledge of Students :- Student have must to know
about digital storytelling application of
MS office.

Testing of previous Knowledge/ Introduction :- Sway 2016 is a digital
storytelling application from MS office.

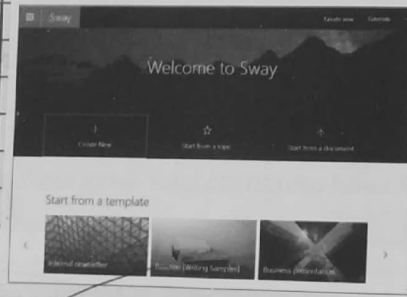
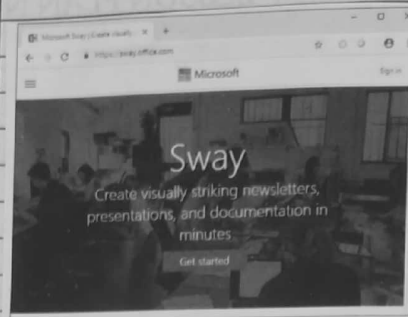
Statement of Aim :- The Aim of the Statement to know
about sway. 2016.



TEACHING POINT

CONTENTS

Introduction

Introduction
of
Sway 2016

Sway

Sway
Storyline

Storyline.

STUDENT ACTIVITIES

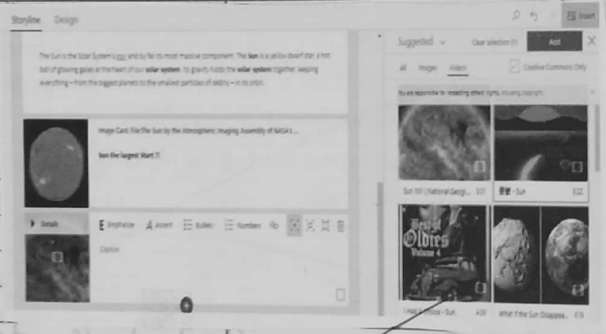
BLACKBOARD WORK

Student will be
able
to know about
Sway 2016
and write on
their
Notebook.

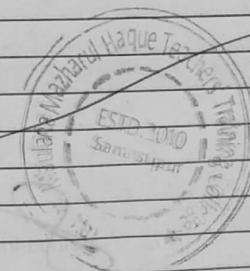
Sway is a digital
storytelling application
from MS office. It
is used to create
interactive reports,
personal stories, and
presentation that can
easily be shared and
viewed on the web or
any device.

The Storyline is where
you can type, insert
edit and format
the content of your
story.

Content is developed by
adding different cards
arranged in order.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Important features of Sway 2016.	features of Sway 2016.	
		

Student will be able to know about the features of Sway 2016 and write on their Notebook.	features of Sway 2016 ⇒ Sway 2016 allows to add text, pictures, videos, audios and more. ⇒ Quick Starter feature allow to enter a topic and sway will automatically. ⇒ It can include interactive content like a video to talk about your ideas. ⇒ Sway presentations can easily be shared with your family friends, classmates and co-workers. ⇒ Sway can view on different types of devices.
---	--



Gene Alizaation:- Sway is a digital storytelling application software from MS office. It is used to create interactive reports.

Recapitulation:- We have to know about the digital storytelling application software Sway 2016 and its features.

Evaluation:- Q1) What is Sway 2016?

Q2) Write the features of Sway 2016.

Home Assignment:- Q1) What is Sway 2016 used for?

Q2) Explain the use of text Chards and media cards.

Comment:-

Date

Method-Inchage



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER ...20th.....

Name of Teacher Pupil : Ram Raghar Roy. Roll No.: 220008
School : +2 Millat Academy Samastipur. Class : 9th
Subject : Computer Science. Period : 4th
Topic : Introduction to Photoshop CS3. Sec. : A
Sub-topic : Photoshop CS3. Date : 13/12/22
Teaching Aids : Chart, Models, Diagrams. Time : 40 min
Teaching Method :

Interactive & Deductive Methods.

Inductive & Participative Methods.

General Objective :- To develop interest in Computer Science.
To develop the powers of observations among the students.

Specific Objective :- Student will be able to know about Photoshop CS3.

Previous Knowledge of Students :- Student have must to know about any popular Graphics Artists.

Testing of previous Knowledge/ Introduction:- Adobe Photoshop is an image editing programme developed by Adobe.

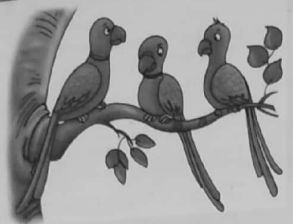
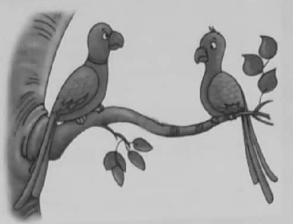
Statement of Aim:- The aim of the students will be know about Photoshop.



Scanned with OKEN Scanner

[illegible]

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about Photoshop and types of file format in Photoshop and write on their Notebook.	Photoshop is a Computer Program that helps in beautification and Manipulation of the Pictures. The Program Contains tools and applications that not only helps in erasing the flaws but also helps in resizing Changing resolutions, Correcting image colour, tone and other. Types of Photoshop File formats are ⇒ PSD ⇒ JPEG ⇒ GIF ⇒ PNG ⇒ PDF

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Types of different Tools in Photoshop.	Tools used in Photoshop	 Fig. 1 Before removing a parrot  Fig. 2 After removing a parrot

Step 2

Step 1

Step 4

Step 3

STUDENT ACTIVITIES

Student will be able to know about different types of Tools in Adobe Photoshop and write on their Notebook.

BLACKBOARD WORK

Various Selection tools in Photoshop CS3 are

- ⇒ Marquee tools
- ⇒ Lasso Tools,
- ⇒ Magic Wand tool
- ⇒ Quick Selection Tools
- ⇒ Pencil Tool
- ⇒ Brush Tool
- ⇒ Color Replacement Tools
- ⇒ Paint Bucket tools.
- ⇒ Gradient Tool.
- ⇒ Eraser Tool
- ⇒ Burn & Dodge Tool
- ⇒ Spot Healing Brush Tool
- ⇒ Patch Tool
- ⇒ Red eye tool
- ⇒ Clone Stamp tool.
- ⇒ Healing Brush Tool.

Gene Allizaation:-

Photoshop is a computer programs that help in beautification and manipulations of the pictures.

Recapitulation:- We have to know about Adobe Photoshop and its utilities and the purpose to installed it.

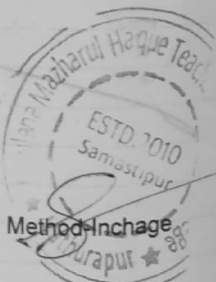
Evaluation:- Q1) What is Photoshop CS3?
Q2) Write about different types of Tools in Adobe Photoshop.

Home Assignment:- Q1) What are layers?
Q2) How can you save picture in Adobe Photoshop.

Comment:-

good

Date



Maulana Mazharul Haque Teacher's Training College

مَوْلَانَا مَظْهَرُ الْحَقِّ تَرْبِيَةِ مُعَلِّمِيْنَ كَالِج

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 21th

Name of Teacher Pupil : Ram Raghav Roy. Roll No.: 220008
School : #2 Millat Academy Samastipur Class : 9th
Subject : Computer Science. Period : 5th
Topic : Hazards to Computer Sec. : A
Sub-topic : Hazards to Computer Date : 14/12/22
Teaching Aids : Charts, Models etc. Time : 40 min
Teaching Method :

Interactive & Deductive Method.

Inductive & Participative Method.

General Objective :- To develop the Interest in Computer
To develop power of observation.

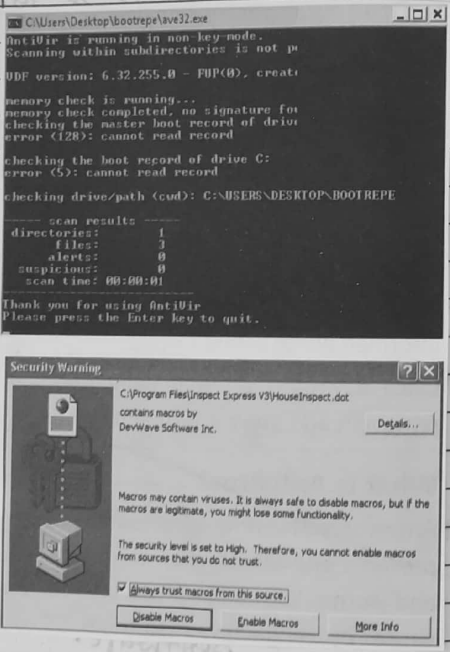
Specific Objective :- Student will be able to know about Hazards to Computers.

Previous Knowledge of Students :- Student have must to know know about virus and antivirus.

Testing of previous Knowledge/ Introduction:- Hazards that means diseases for the Computer Software.

Statement of Aim:- The aim of the student is know about the virus for computers.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	What is a Computer virus?	
	How it spreads?	
		 The image shows two screenshots from a computer screen. The top screenshot is from an 'AntiVirus' application window titled 'C:\Users\Desktop\bootrepe\ave32.exe'. It displays a scan in progress, showing 'memory check is running...', 'checking the boot record of drive C:', and 'checking drive/path (cmd): C:\USERS\DESKTOP\BOOTREPE'. Below this, it shows 'scan results' with a table: directories: 1, files: 0, alerts: 0, suspicious: 0, scan time: 00:00:01. The bottom screenshot is a 'Security Warning' dialog box. It states 'C:\Program Files\Inspect Express V3\HouseInspect.dot contains macros by DevWave Software Inc.' and provides options to 'Disable Macros', 'Enable Macros', or 'More Info'. A checkbox 'Always trust macros from this source.' is checked.

STUDENT ACTIVITIES	BLACKBOARD WORK
Students will be able to understand Computer Virus and modes of spreading methods.	Computer Viruses are Small Software programs that are designed to spread from one Computer to another and to interfere with Computer operations. ⇒ Computer Viruses are often spreads by the attachments in email messages or instant messaging messages. It can be spreads by funny images, greeting Cards or audio and Videos files. It can also be spreads through downloads from the Internet.

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Types of Computer Virus		
Prevention Against Virus		
Some Antivirus Software.		



STUDENT ACTIVITIES	BLACKBOARD WORK
	Types of Computer Virus
	1) Bootsector Virus
	2) Macro Virus
	3) Memory Resident Virus
	4) Trojan Virus
	5) Worms
	6) E-mail Virus
	7) Logic Bombs / Time Bombs
	8) Spyware
	Prevention Against Viruses
	1) Don't Install Pirated Software
	2) Don't open any unknown E-mail attachments
	3) Scan Computer on Specific intervals
	4) Install Some Antivirus Software like Norton, AVG, Quick Heal's Antivirus.

Gene Alizaation:- Computer Virus are small software program that are designed to spread from one computer to another.

Recapitulation:- We have to know about Virus is like a flew for Computer Software. We have to protect them by some Antivirus Software.

Evaluation:- Q1) What is virus?
Q2) Write the types of Computer virus?
Q3) What is the effects of virus on Computer?

Home Assignment:- Q1) What is Antivirus?
Q2) Write the name of some Antivirus.
Q3) What is Computer Hazards? Name some hazards name.

Comment:-

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 22th

Name of Teacher Pupil : Ram Raghav Roy. Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science. Period : 5th
Topic : ICT Sec. : A
Sub-topic : Importance of Internet. Date : 15/12/22
Teaching Aids : Charts, Models, diagrams etc. Time : 40 min
Teaching Method :
Inductive and Deductive Methods.

Interactive and Participative Methods.

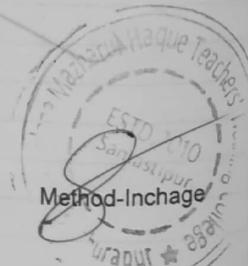
General Objective :- To develop interest in Computer Science.
To develop the power of observation.

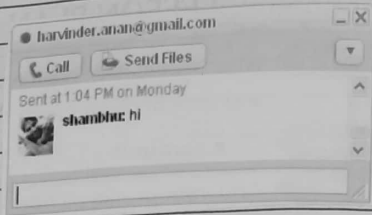
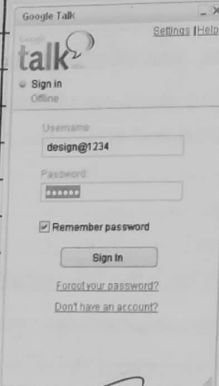
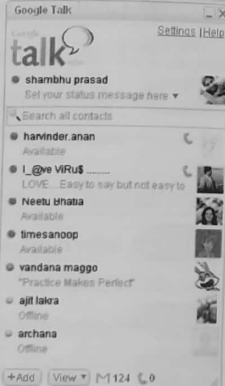
Specific Objective :- The student will be able to know about Information and Communication Technology.

Previous Knowledge of Students :- The previous knowledge of the student should be know about Internet.

Testing of previous Knowledge/ Introduction:- ICT refers to the technical tools & services that used operate network based monitoring & control devices.

Statement of Aim:- The Aim of the student will be know about ICT and its uses.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Introduction about ICT	
What is the Importance of Internet?		 
Online Education	Online Education	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about ICT and Importance of Internet and Write on their Notebook.	Information and Communication Technology refers to Technical tools & Services that used operate network based monitoring & Control devices, broadcast media etc. → The Main importance of the Internet is that It has made information available in a quick & easy manner, publicly accessible and within easy reach. Online Education → Online education utilized the Internet or Video Conferencing to create learning Communities

Presentation		TEACHER ACTIVITIES
TEACHING POINT	CONTENTS	
Introduction	Online	
	Exam	
	Online Results.	
	Downloading	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be	Online Exam → Online
able	Examination is a new
to know about	Technique to Conduct
online	the Examination through
Exam, Exam Results,	Internet. Using this
Downloading	System Exam and Result
and write on	Conduct in India abroad
their	Online Results → Every
Notebook.	institution has its own
	Website where you can
	see the results of
	the Exam Conducted by
	the Institutions.
	Downloading → In Computer
	Network "To download"
	means to receive data
	to a local system
	from a remote system.
	For eg FTP-server etc.

Gene Alizaation:- ICT stand for Information and Communication Technology. It is used to development of growth in every field.

Recapitulation :- We have to know about ICT and its uses. ICT Plays the Important role for development of growth of Students.

Evaluation :-
Q1) What is ITC?
Q2) What is the Importance of Internet?
Q3) What is Online Examination?

Home Assignment :-
Q1) What is Online Results?
Q2) What is Downloading?
Q3) Write the Important of ICT?

Comment :-

Date



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 238d

Name of Teacher Pupil : Ram Baglar Roy.
School : +2 Millat Academy Samastipur
Subject : Computer Science.
Topic : Macromedia Flash 8.
Sub-topic : Macromedia Flash 8.
Teaching Aids : Charts, Models, Diagrams.
Teaching Method :
Roll No.: 220008
Class : 9th
Period : 5th
Sec. : A
Date : 16/12/22
Time : 40 min

Inductive and Deductive Method.
Interactive & Participative Method.

General Objective :- The General objective is to develop the power of observation among the Students.

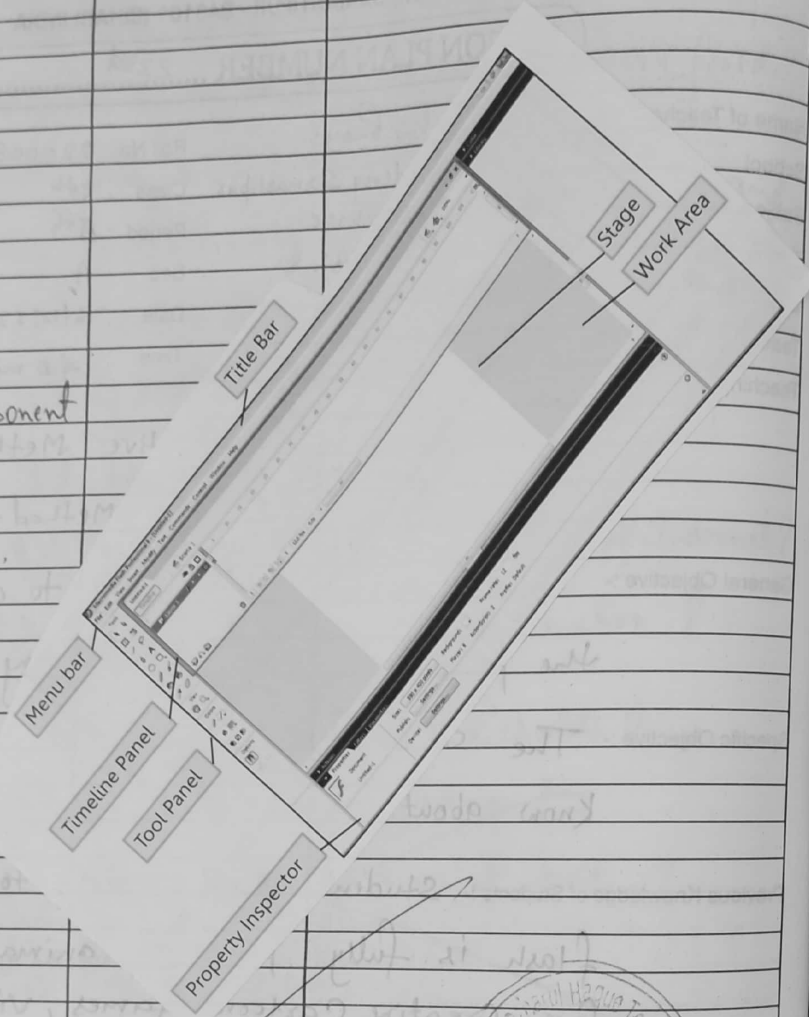
Specific Objective :- The student will be able to know about Macromedia Flash 8.

Previous Knowledge of Students :- Student have must to know flash is fully powerful animation software for creating cartoons games, videos etc.

Testing of previous Knowledge/ Introduction:- The Macromedia is a powerful weapons to create animations.

Statement of Aim:- The Aim of the Student is know about flash and it's uses.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction of Flash	Flash	
Component of flash.		

Student will be able to know about flash and Components of flash.

Flash is a powerful animation software that is used for creating Cartoons, games, Videos, animations and Interactive web pages.

Component of flash.

⇒ Title Bar

⇒ Menu Bar

⇒ Timeline Panel

⇒ Tool Panel

⇒ Property Inspector

⇒ Stage

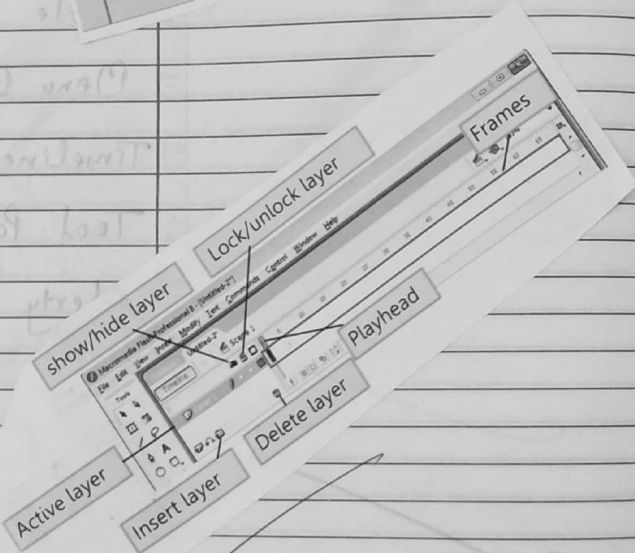
⇒ Work Area.

⇒ Layer

⇒ Playhead

⇒ Frame

⇒ Quick Access Toolbar.



Importing Graphics

STUDENT ACTIVITIES	BLACKBOARD WORK
Students will be able to know about flash Tools and Some Importing effects in flash.	Some flash Tools.
	=> Line Tool
	=> Pen Tool
	=> Pencil Tool
	=> Rectangle Tool
	=> Polystar Tool
	=> Brush Tool
	=> Paint Bucket Tool
	=> Eyedropper Tool
	=> Ink Bottle Tool
	=> Eraser Tool
	=> Text Tool
	=> Selection Tool
	=> Free Transform Tool
	Importing Graphics.
	=> Gradient Effects.
	=> Twinning Effects.
	=> Animation Effects.
	=>

Gene Alizaation:- Flash is a Powerfull animation software, that is used for Creating games, video, animations etc.

Recapitulation:- We have to know about Macromedia flash 8 is very important features to create animation and graphics.

Evaluation:- Q1) What is layers?
Q2) What is flash?
Q3) What is the Components of flash?

Home Assignment:- Q1) Write some Important flash tools name.

Q2) Write Important Graphics effects.

Comment:- Q3) What are the symbol of flash?

Date

Method-Inchage



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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER ..24th

Name of Teacher Pupil : Ram Raghar Roy
School : +2 Millat Academy Samastipur
Subject : Computer Science.
Topic : Statements in Basic.
Sub-topic : Basic Statements.
Teaching Aids : Charts, Models, Diagrams etc.
Teaching Method :
Roll No.: 220008
Class : 9th
Period : 5th
Sec. : A
Date : 17/12/22
Time : 40 min

Inductive & Deductive Method

Interactive & Participative Method

General Objective :- Student will be able to develop power of observation.

Specific Objective :- The student will be able to know about statements in Basic.

Previous Knowledge of Students :- Student have must to know about programs and simple operations.

Testing of previous Knowledge/ Introduction:- Every Simple equations and operations to Complex Mathematical Calculation performed by Simple Programming.

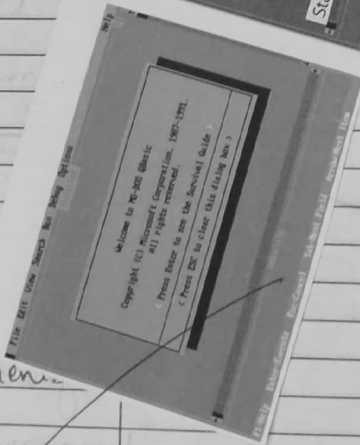
Statement of Aim:- The Aim of the statement are to know Basic statements.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction	Program	SHORTCUT Alt + F + N → New Program Alt + F + O → Open Program Alt + F + S → Save Program Alt + F + A → Save As Program Alt + F + P → Print Program Alt + F + X → Exit Program Alt + ENTER → To make the window smaller and full screen. Shift + F5 → To run a program
	Programmer	
	Programming language	

STUDENT ACTIVITIES	BLACKBOARD WORK
Students will be able to know about Programs, Programming language and Write on their Notebook	Program ⇒ Every Simple operations to Complex Mathematical Calculation is performed by Computer very easily. It is done by a set of predefined instructions. This set of instructions is called a program. Programmer ⇒ The person who creates these programs is called programmer. Programming language ⇒ The language used by programmer is called programming language. for example C, C++, Java, Logo etc.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Conditional Statements	Conditional Statements	
Conditional Statements	Conditional Statements	
Looping Statements	Looping Statements	

STUDENT ACTIVITIES

BLACKBOARD WORK

Student will be able to know about Conditional Statements and Looping Statements and

Write on their Notebook.

Conditional Statements. Sometimes it becomes necessary to change the order of execution of some statements on the given statements. This types of statements are called Conditional statements.

⇒ GOTO

⇒ IF-THEN

⇒ IF-THEN ELSE

⇒ IF-THEN ELSEIF

⇒ Select Case Statements.

Looping Statements.

⇒ For --- Next

⇒ For --- Next STEP

⇒ WHILE --- WEND

⇒ DO WHILE --- Loop.

⇒ DO UNTIL --- Loop.

Shortcut

Gene Alizaation:-
Alt + F + N → New Program
Alt + F + O → open Program
Alt + F + S → Save Program
Alt + F + A → save as Program
Alt + F + X → Exit Program

Recapitulation :- We have to know about Programs,
and programming language that is
necessary to solve complex mathematical
Calculations.

Evaluation :-
Q1) What is Programs?
Q2) What is Programming language?
Q3) What is Conditional Statements?

Home Assignment :-
Q1) What is Programmer?
Q2) What is Looping Statements?
Q3) What is the use of For-Next loop?

Comment :-

Date

Method-Inchage



Maulana Mazharul Haque Teacher's Training College

مولانا مظہر الحق ٹیچر ٹریننگ کالج

MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 25th

Name of Teacher Pupil : Ram Raghar Roy Roll No.: 220008
School : +2 Millat Academy Samastipur Class : 9th
Subject : Computer Science Period : 5th
Topic : BASIC Sec. : A
Sub-topic : Programming language Date : 18/12/22
Teaching Aids : Models, chart, chalk etc. Time : 40 min
Teaching Method :
Interactive & Participative Method
Inductive & Deductive Method.

General Objective :- General Objective is to develop the
interest and power of observation in
Computer science.

Specific Objective :- The student will be able to know
some Basic Programming language.

Previous Knowledge of Students :- The student should know about
the any programming languages.

Testing of previous Knowledge/ Introduction:- BASIC is a programming
language for beginners. It stand for
Beginner's All Purpose symbolic Instruction Code.

Statement of Aim:- The Aim of the student is know
about 'Basic' a programming language.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction of BASIC	Beginner's All-purpose Symbolic Instruction Code.	
Popular Versions of BASIC		
Elements of BASIC		

Arithmetic Operators	Explanation	Example	Result
+	To add numbers	$5 + 6$	11
-	To subtract numbers	$10 - 6$	4
*	To multiply numbers	$3 * 8$	24
/	To divide numbers	$10 / 2$	5
^	Exponent	$2 ^ 3$	8

STUDENT ACTIVITIES

Student will be able to know 'BASIC' a Programming language and write on their Notebook.

BLACKBOARD WORK

BASIC Stand for Beginner's All Purpose Symbolic Instruction Code. BASIC was designed in 1964 by John George Kemeny and Thomas Eugene Kurtz. It is an easy and simple programming language.

Popular BASIC Versions are

- ⇒ GW BASIC
- ⇒ Quick BASIC
- ⇒ Basic

Elements of BASIC are

- ⇒ Character set
- ⇒ Keywords
- ⇒ Constants
- ⇒ Variables

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Relational Operator		

Arithmetic Operators	Explanation	Example	Result (A = 2, B = 4)
=	Equal to	A = B	False
>	Greater than	A > B	False
<	Less than	A < B	True
<>	Not equal to	A <> B	True
>=	Greater than or equal to	A >= B	False
<=	Less than or equal to	A <= B	True

A\$	B\$	Example	Result
"Ram"	"Kumar"	"Ram" + "Kumar"	"RamKumar"
"50"	"10"	"50" + "10"	"5010"

Logical

Operator

Arithmetic Operators	Explanation	Example	Result (A = 2, B = 4)
AND	The result is true if both the relational expressions are true	A > B AND A < B A = B AND A <> B	True False
OR	The result is true if any expression is true	A > B OR A < B A = B OR A > B	True False
NOT	The result is true if the expression returns false and vice versa	NOT A = B NOT A <> B	True False

STUDENT ACTIVITIES

Student will be able to know about

Relational operator and logical operator

and write on their Notebook.

BLACKBOARD WORK

Relational operators are used to perform

Comparisons on two

Values of same type.

The results of Comparison operator is either true (Non-zero) or false (zero)

Logical operators ⇒ Logical operators combine two or more relational

expressions to evaluate

a single value as

True (Non-zero) or False (zero). The result of

evaluation is used to

make a decisions.

Commonly used logical

Operator are AND, OR, NOT.

Gene Alizaation:-

BASIC Stand for "Beginners All Purpose Symbolic Instructions Code".

Recapitulation:- We have to know about Relational and logical operator in 'BASIC'. It is a simple programming language.

Evaluation:-
Q1) What is 'BASIC'?
Q2) What is Relational operator?
Q3) What is logical operator?

Home Assignment:-
Q1) BASIC stand for?
Q2) What are the elements of BASIC?
Q3) Name popular version of BASIC.

Comment:-

Good

Date

Method-Incharge



Maulana Mazharul Haque Teacher's Training College
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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 26th

Name of Teacher Pupil : Ram Raghav Roy
School : +2 Millat Academy Samastipur
Subject : Computer Science
Topic : More About Scratch
Sub-topic : More About Scratch
Teaching Aids : Chalk, Models, Chart etc.
Teaching Method :

Roll No.: 220008

Class : 9th

Period : 6th

Sec. : A

Date : 19/12/22

Time : 40 min

Inductive & Participative Method.

Interactive & Deductive Method.

General Objective:- To develop the power of observation among the students.

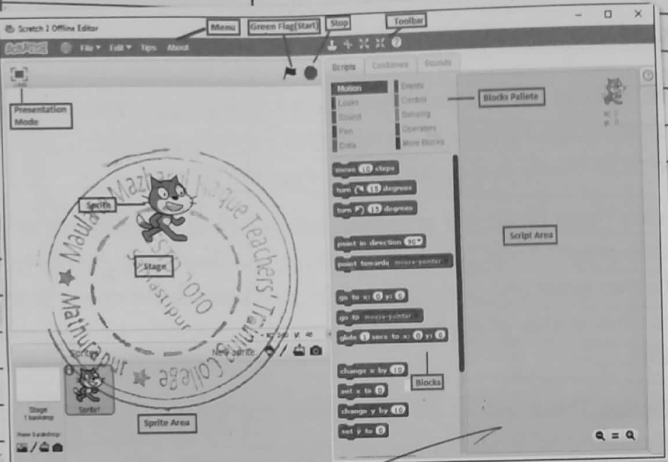
Specific Objective:- Student will be able to know about Scratch and it's uses.

Previous Knowledge of Students:- Scratch is a free programming language. It is used for create stories, games etc.

Testing of previous Knowledge/ Introduction:- Student must be know about Scratch is a programming language.

Statement of Aim:- The Aim of the Students are know about the Scratch.



TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Introduction of Scratch		
Elements of Sprite Editor		
Tabs in Scratch		

STUDENT ACTIVITIES

Students will be able to know about scratch and its uses and write on their Notebook.

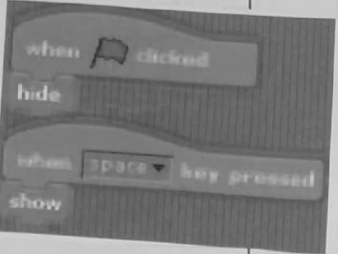
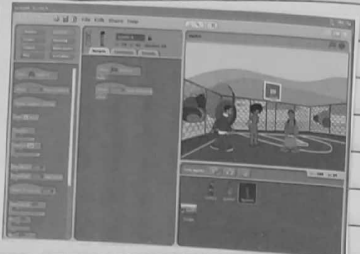
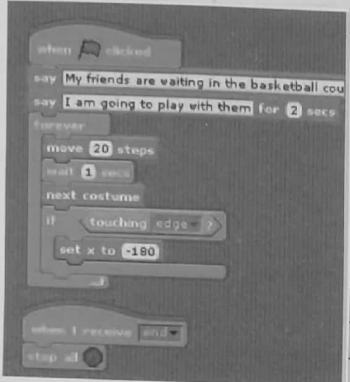
BLACKBOARD WORK

Scratch is a free Programming language. It is used to create interactive stories, games, animations, music and Art. Elements of Sprite Editor are followings-

- ⇒ Menu
- ⇒ Stage
- ⇒ Green Flag
- ⇒ Sprites Area
- ⇒ Blocks
- ⇒ Blocks Palette
- ⇒ Script Area
- ⇒ Presentation Area.

Tabs in Scratch are

- ⇒ Script Tab
- ⇒ Costume Tab
- ⇒ Sound Tab

TEACHING POINT	CONTENTS	TEACHER ACTIVITIES
Different types of Blocks.	 	
Different types of Toolbars.	 	

STUDENT ACTIVITIES	BLACKBOARD WORK
Student will be able to know about types of Blocks and Toolbars and write on their Notebooks.	Different Types of Blocks are followings => Motions => Looks Blocks. => Sound Blocks. => Pen Blocks. => Event Blocks => Control Blocks => Sensing Blocks => Operator Blocks. Different types of Toolbars used in Scratch Buttons are => Duplicate Buttons => Delete Buttons. => Grow Buttons Sprite => Shrink sprite

Gene Alizaation:- Scratch is a free programming language. It is used to create interactive stories, games, animations, music etc.

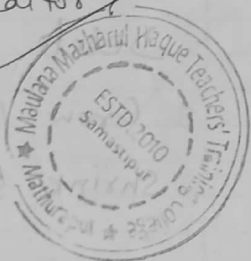
Recapitulation :- We have to know about the Scratch is a simple programming language.

Evaluation :-
Q1) What is scratch?
Q2) What are the different types of Blocks in Scratch?

Home Assignment :-
Q1) What are the elements of Sprite Editor?

Q2) What are the tabs in Scratch editor?

Comment :-



Date

Method-Incharge



Maulana Mazharul Haque Teacher's Training College

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MATHURAPUR, SAMASTIPUR - 848101 (BIHAR) INDIA

LESSON PLAN NUMBER 27th

Name of Teacher Pupil :	Ram Raghav Roy	Roll No.:	220008
School :	+2 Millat Academy Samastipur	Class :	9 th
Subject :	Computer Science	Period :	7 th
Topic :	File Explorer	Sec. :	A
Sub-topic :	File Explorer	Date :	20/12/22
Teaching Aids :	Chart, Models, Chalk etc.	Time :	40 min
Teaching Method :			

General Objective :-

Specific Objective :-

Previous Knowledge of Students :-

Testing of previous Knowledge/ Introduction:-

Statement of Aim:-



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