



| Learning Pathway Outlines | | | | |
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| Full name of student: | | Dr. Janet Subagan-Mondez and Mrs. Sushumna Rao | | |
| Course: | | Grade 9 Basic Computer Guide | | |
| Title of learning Pathways 1 and 2: Basic Computer Concepts and Keyboarding Guide | | | | |
| Sub-page title | Content summary | Sub-headings | Form elements (Images, media, pedagogical components, activities) | Assessment (Summative / Formative) |
| Title of learning pathway 1: Basic Computer Concepts | | | | |
| Overview | <p>Describe the purpose of the learning pathway 1</p> <p>Welcome to the Grade 9 Design and Technology-Computing Basic Computer Guide. This Guide will serve as the basic source of information for you to comprehend well all the lessons in Grade 9 Design and Technology-Computing subject. It will include three (2) parts namely: The Basic Computer Guide and the Basic Key Boarding Guide. The knowledge and skills are arranged in a sequential manner to complicate the skills as you proceed to every part of this Guide. Maximise the use of this Guide to ensure better grasping of facts and skills necessary to comprehend the world of information technology.</p> <p>List the Objectives</p> <ol style="list-style-type: none"> 1. Define a system unit. 2. Identify and distinguish the parts of a system unit. 3. Identify and locate the parts of a computer. 4. Differentiate HD, USB and Printer. 5. Identify the uses of HD, USB and Printer. 6. Identify and perform the different methods of properly starting and shutting down a computer system. 7. Identify and perform the different methods of properly starting and closing a program. 8. Define an online communication. 9. Identify and describe popular types of online communication. 10. Define social networking. 11. Identify and describe popular types of social media websites. 12. Identify the importance and many uses of computers in the society. | N/A | | N/A |
| | Video signpost | <p>Introduction to Learning Pathway 1</p> <p>Welcome to FODE Grade 9 Design and Technology Basic Computer Guide! As you are enrolled to take up Grade 9 Design and Technology Computing course, this manual will provide you with the most basic skills and knowledge to form a solid foundation to fully understand the lessons of the whole course. Key words and technical terms are in bold. Pictograms are available to aid understanding of the commands and directions. Use this manual to refer back to any skill or knowledge as applicable as you journey through FODE Grade 9 Design and Technology Computing Course.</p> <p>This Guide will help you to:</p> <ol style="list-style-type: none"> 1. Define a system unit. 2. Identify and distinguish the parts of a system unit. 3. Identify and locate the parts of a computer. 4. Differentiate HD, USB and Printer. 5. Identify the uses of HD, USB and Printer. 6. Identify and perform the different methods of properly starting and shutting down a computer system. 7. Identify and perform the different methods of properly starting and closing a program. 8. Define an online communication. 9. Identify and describe popular types of online communication. 10. Define social networking. 11. Identify and describe popular types of social media websites. 12. Identify the importance and many uses of computers in the society. | N/A | <ol style="list-style-type: none"> 1) Video short introduction and 2) Interactive Diagnostic questions |
| Title of learning pathway 2: Keyboarding Guide | | | | |
| Overview | <p>Describe the purpose of the learning pathway 2</p> <p>Welcome to the Grade 9 Design and Technology-Computing Basic Keyboarding Guide. This Guide will serve as the basic source of information for you to master the basic keyboarding skills and touch typing. Which will help you in proper hand and finger position on a QWERTY keyboard while improving your typing speed skill. Maximise the use of this Guide to ways to improve typing speed.</p> <p>List the Objectives</p> <ol style="list-style-type: none"> 1. Define keyboarding skills and Touch typing 2. List benefits of touch typing 3. Identify and use good keyboarding ergonomics 4. Define the home row of Qwerty keyboard 5. Demonstrate proper hand and finger position 6. Explain touch typing rules 7. Use basic 10 finger keyboarding skills 8. Recognize ways to improve typing speed 9. List online typing speed test tools 10. List base position keys of left and right hand fingers | N/A | | N/A |
| | Interactive Book | <p>Introduction to Learning Pathway 2</p> <p>Introduction of the topic, learning objectives and content presented in the sequence of Learning Objectives.</p> <p>This is an Interactive Book created in h5p. This book will have the activities like diagnostic assessment to self-assess their current skill level of proper touch typing technique. (proper use of home row keys with correct finger positioning, key reaches, and sitting position (posture while using the keyboard. After this video demonstrating "Touch Typing Rules" with Colour-coded chart (Qwerty keyboard sections) with self test at the end. -H5P Interactive Video, Drag and Drop H5P activity to identify Sections on the Keyboard.</p> | N/A | <ol style="list-style-type: none"> 1) Short introduction with Interactive Diagnostic questions 2) Touch typing rules an Interactive video 3) Keyboarding ergonomics with self testing quiz 4) Proper hand and finger positioning 5) Keyboard Short cuts an Introduction with self test activities |
| Sequencing and Chunking | <p>Learning Pathway 1</p> <p>The contents will be chunked and sequenced according to complexity. The topics that are lengthy will be cut brief using direct video links or short clips or illustrative diagrams where applicable and most suitable</p> | <p>Sequencing, Chunking and Consistency</p> <p>A.</p> <ol style="list-style-type: none"> 1. System Unit 2. Parts of a System Unit 3. Parts of a computer <p>B.</p> <ol style="list-style-type: none"> 1. HD, USB and Printer 2. Uses of HD, USB and Printer <p>C.</p> <ol style="list-style-type: none"> 1. Different methods of properly starting and shutting down a computer system 2. different methods of properly starting and closing a program <p>D.</p> <ol style="list-style-type: none"> 1. Online communication 2. Types of online communication <p>E.</p> <ol style="list-style-type: none"> 1. Social networking 2. Types of social media websites 3. Importance and many uses of computers in the society | <ol style="list-style-type: none"> 1) H5P activities/crossword puzzle 2) matrix for laying out differences and uses 3) H5P activities of activity of sorting paragraph 4) forum 5) photos/illustrations/ forum/reflections | <p>All Formative, Summative will be given at the end with Part 2</p> <p>Summative for this Learning Pathway can be Self Practice/Self Assesses will be given at the end of the topics as chunked and sequenced</p> |

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| | <p>Learning Pathway 2</p> <p>This is an Interactive Book created in H5p. This book will have the activities like diagnostic assessment to self-assess their current skill level of proper touch-typing technique. (Proper use of home row keys with correct finger positioning, key reaches, and, sitting position/posture while using the keyboard.</p> <p>A video demonstrating "Touch Typing Rules" with Colour-coded chart (Qwerty keyboard sections) with self test at the end.</p> | <ul style="list-style-type: none"> -Qwerty Keyboard -Windows and MAC Keyboards -Mobile Keyboards and touch typing -Use good Ergonomics -Practice Ergonomics -Proper Hand and Finger Positioning -Basic 10-finger keyboarding -Numeric Keypad | <p>H5p Interactive Video. Drag and Drop H5p activity to identify Sections on the Keyboard.</p> <p>Drag the Words activity to identify the base position keys for the right and left hand fingers.</p> <p>H5p activities (Drag and Drop, Drag the words, Quiz), Image Hotspots, Image Choice</p> | <p>Self-assessment activities to test the knowledge with immediate feedback options</p> |
| Thinking About Visual Design | <p>Content will be main and form will strengthen the content's intent to deliver the message. It will be an interactive book created in H5p</p> | <p>The length of the topics presented, the level of complexity properly suiting the Grade 9 basic level.</p> | | |
| Start- Outlining a Pathway Challenge | <p>A total of 6 activities will be done by the student: Part A On Basic Computer Concepts: 5 Activities Part B: Basic Keyboarding Guide : 5 Activities One Summative for Both Learning Pathways</p> | | | |
| Tasks and Outputs – Outlining the Pathway Challenge | <p>Task 1 Diagnostic</p> <p>Assess basic knowledge of what is a computer, the student to be able to define in anyway what a computer is then progress from there with discussion: (sample flow of presentation below)</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Let us Begin. If anyone asked you "What is a computer?" What would you tell them?</p>  <p>Write your answer in _____ the box below.</p> <p>Here's a way to explain what a computer is: A computer is a <u>system</u> of <u>bits</u>.</p>  <p>Now, learn how to use a computer? why do you want to Write your answer in the box below.</p> </div> <p>Task 2: Crossword activity (H5p) on Computer Parts and Devices. The student should be able to identify key words/ another activity can be Drag and drop to properly locate the parts of the computer/Drop the words to properly identify the devices/ Guess the words to identify the uses of the devices</p> <p>Task 3: Sort the paragraph to identify proper sequencing on how to shut down the system and applications</p> <p>Task 4: Quiz to identify and relate to online communication issues</p> <p>Task 5: Quiz for self-assessment for all subtopics</p> <p>Task 6: Interactive Video with self assessment activities like Drag the Words activity to identify the base position keys for the right and left hand fingers.</p> <p>Task 7: Drag the Words activity to identify the base position keys for the right and left hand fingers.</p> <p>Task 8: H5p activities (Drag and Drop, Drag the words, Quiz), Image Hotspots, Image Choice</p> <p>Task 9: Discussion Forum to discuss various typing issues</p> <p>Task 10: Typing Speed self test link</p> <p>Quiz</p> <p>H5p Quiz for Both Learning Pathways</p> | | <p>H5p activities</p> | <p>Formative</p> <hr/> <p>Self-Assessment (Summative for first learning pathway)</p> <hr/> <p>Formative</p> <hr/> <p>Summative</p> |