

## LESSON PLAN

<b>Subject:</b>	Information Technology	<b>Date:</b>	18/01/2013	<b>Duration:</b>	35 minutes (1 period)
<b>Class:</b>	Form 1's	<b>No in Class:</b>	37	<b>No. Present:</b>	37
<b>Unit:</b>	Storage			<b>Prepared by:</b>	Sunita Gopee
<b>Syllabus:</b>	CSEC Information Technology Section 1 Specific Objectives 3				
<b>Topic:</b>	Why do we need to store data?				
<b>Previous Knowledge:</b>					
Students should be able to:-					
1. State the basic processes of a computer (input, processing, output and storage).					
<b>Specific Objectives:</b> Students should be able to:-					
Cognitive		Psychomotor		Affective	
<ol style="list-style-type: none"> <li>1. Explain why it is necessary to store data.</li> <li>2. Distinguish between primary and secondary storage.</li> <li>3. Explain the function of primary storage.</li> <li>4. Compare and Contrast RAM and ROM.</li> </ol>		<ol style="list-style-type: none"> <li>1. Participate in a game of musical chairs.</li> </ol>		<ol style="list-style-type: none"> <li>1. Listens to other's contributions with respect.</li> <li>2. Cooperates in group activities and demonstrates teamwork.</li> </ol>	
<b>Resources &amp; Materials:</b>					
Multimedia; laptop;					
<b>Set Induction (3 mins)</b>					
Ask students to volunteer to play a game of musical chairs. The students who are not participating in the game would sing and stop accordingly under the direction of the class prefect.					
<b>Method and Procedure</b>					

<b>Multiple Intelligences Legend</b>				
<b>VS</b> Visual/Spatial	<b>VL</b> Verbal/Linguistic	<b>Inter</b> Interpersonal	<b>M</b> Musical	<b>E</b> Existentialist
<b>BK</b> Bodily/Kinesthetic	<b>LM</b> Logical/Mathematical	<b>Intra</b> Intrapersonal	<b>N</b> Naturalistic	
<b>Content</b>	<b>Teacher Activities</b>	<b>Student Activities</b>	<b>MI</b>	<b>Time (mins)</b>
<b>Class Discussion</b>	Teacher asks the class what they notice about the game using guided questions to get them to realize that since there was a chair less than the number of person that person had nowhere to sit or be stored when the music stopped.	Students participate in class discussion.	<b>VL</b>	5 Mins
	Teacher shows the photo story	Students view photo story	<b>VS</b>	2 Mins
<b>Game</b>	Teacher tells students that they are going to play a memory game. Students are to write down as many things as they can remember from the photo story	Students complete the activity-1	<b>ML</b>	5 Mins
<b>Class Discussion</b>	Teacher asks students to volunteer answers. Teachers facilitate discussion clarifying any errors students may have.	Students participate in class discussions		10 Mins
		Students work in pairs and use text to complete a table comparing RAM and ROM-activity2		5 Mins
	Teacher projects a table on the board and asks students to take turns in completing the table to show a comparison between ROM and RAM	Students volunteer answers		3 mins
<b>Assessment</b>				
Activity 1 and 2				
<b>Closure (2 mins)</b>				
Storage is important both primary and secondary; each has a specific function. RAM and ROM are examples of primary storage and there are similarities and differences between them.				
<b>Extension</b>				
Students complete a crossword on storage				
<b>Teacher's Reflections</b>				

Lesson Objectives:

Lesson Strategies:

Use of resources:

Assessment:

Lesson Content:

Unit Plan:

**Supervisor's Comments**