REPUBLIC OF CAMEROON
Peace – Work – Fatherland

MINISTRY OF SECONDARY EDUCATION

INSPECTORATE GENERAL OF EDUCATION

Inspectorate of Pedagogy in charge of the Teaching of Computer Science

REPUBLIQUE DU CAMEROUN
Paix – Travail – Patrie

MINISTERE DES ENSEIGNEMENTS SECONDAIRES

INSPECTION GENERALE DES ENSEIGNEMENTS

Inspection de Pédagogie chargée de l'enseignement de l'informatique

ANNUAL HARMONISED PROGRESSION SHEET FOR COMPUTER SCIENCE FORM 1

SCHOOL YEAR……. **SCHOOL**…… **WEEKLY WORKLOAD: 2 periods** **COEFFICIENT: 2**

TEACHER…… **GRADE**…… **TEL**……

Term	Week	Module	Category of action	Competency statement	Lesson no	Lesson title	Objectives	Nature of lesson			Observation
								Th	Prac	Dig	
FIRST TERM	1	Computing environment 1	Discovering the computing environment	Presented with a computing environment, learners identify and state the roles of the main components of the environment.		Diagnostic evaluation					
					1	Lesson 1: Components of the computing environment and role	Identify the main components of a computing environment Give the role of each component of a computing environment Describe the relationship between components of a computing environment				
	2				2	Lesson 2: Types of users of the computing environment	List different types of computer users in a computing environment State the role of different computer users.				
					3	Lesson 3: Notions of data and information	Differentiate between data and information List the different forms of data				
	3				4	Lesson 4: Integration activity					

					5	Lesson 5: Characteristics of computers	Define a computer State the characteristics of a computer				
	4		Exploring the computer	Presented with a variety of computers and their components, learners correctly identify the types of computers involved and their respective components, and effectively use the main input devices.	6	Lesson 6: Types of personal computers	State the different types of personal computers. List the advantages and disadvantages of each type of personal computer				
					7	Lesson 7: Components of a computer	List the main components of a computer State the role of the main components of a computer Outline for each computer component, the different types.				
	5					**Evaluation**					
					8	Lesson 8: Keyboard, mouse and touch screen manipulations	Identify actions that can be performed using a keyboard, mouse, and touchscreen Manipulate a keyboard, mouse and touch screen				
	6					**Remediation**					
					9	Lesson 9: Integration activity					
	7		Describing the computer laboratory	Provided with a situation with factors related to setting up a computer laboratory, learners identify and enumerate the needs and rules of a school computer laboratory.	10	Lesson 10: Computer laboratory equipment and devices	Identify key elements of a computer laboratory State the role of each element of a computer laboratory				
					11	Lesson 11: Computer laboratory designs	Identify the steps for a computer laboratory set up Identify the different layouts of a computer laboratory State advantages and disadvantages of different layouts				

	8				12	Lesson 12: Behaviours to adopt in a computer laboratory	Identify good behaviour to adopt when working in a computer laboratory State precautions to take when using a computer laboratory State the importance of rules in a computer laboratory				
					13	Lesson 13: Integration activity					
	9		Understanding Computer evolution	Given a situation with factors related to the evolution of computers, learners explain computer evolution and classify computers based on technology used. The explanation should bring out the inventor, date, and name of device.	14	Lesson 14: History of computers	Trace the history of computers by identifying the main computing device, the date, and the inventor				
					15	Lesson 15: Classification of computers	Classify computers based on application and size				
	10				16	Lesson 16: Computer generations	Explain the meaning of the term computer generations List the different computer generations. Identify the main technology in each computer generation				
					17	Lesson 17: integration activity					
	11					**Evaluation**					
			Exploring areas of computer application	Presented with domains of life and specific computing technologies, learners describe the use of computers in these domains. The description should include an example of technologies used in the domain.	18	Lesson 18: Application of computers	List common areas where computers can be used Describe how computers can be used in different areas or domains				
	12					**Remediation**					
					19	Lesson 19: Application of robots	List common areas where robots can be used Describe how robots can be used in different areas or domains				
SECOND	13				20	Lesson 20: Application of embedded systems and IOT	List common areas where embedded systems and IOT can be used Describe how embedded systems and IOT can be used in different areas or domains				
					21	Lesson 21: integration activity					

	14		Describing hardware	Given peripheral devices and system units, learners set up correctly and power on a computer.	22	Lesson 22: Peripheral devices	Define a peripheral device Identify common peripheral devices				
					23	Lesson 23: Computer ports	Define a computer port Identify common computer ports Match a computer port to a connector				
	15				24	Lesson 24: The boot process	Identify the power button Boot a computer Explain the boot process				
			Describing software	Given a set of tasks, learners identify appropriate application software needed to carry out each task.	25	Lesson 25: System software	Define software, system software, application software. Give the difference between system software and application software State and give examples of system software				
	16				26	Lesson 26: Application software	State and give examples of application software State examples of tasks that can be carried out by a given application software				
					27	Lesson 27: Integration activity					
	17					**Evaluation**					
			working with GUI Operating system	Provided with a situation where files are being created or transferred into a computer, learners use basic features of an operating system to organise files logically.	28	Lesson 28: Featues of a GUI	Identify features of a GUI operating system Access key features of a GUI operating system				
	18					**Remediation**					
					29	Lesson 29: Operations on files and folders	Give the difference between a file and a folder State operations that can be performed on files and folders				
	19				30	Lesson 30: Manipulate files and folders in a GUI operating system	Manipulate files and folders in a GUI OS Arrange items in an operating system window with respect to a specific option in a pop-up menu.				
					31	Lesson 31: Integration activity					

	20		using application software	Given a situation that requires the use of a software to perform a task, learners create expected content using appropriate software.	32	Lesson 32: Features of a word processor	Define a word processor and give examples Differentiate between editing text and formatting text Describe key features of a word processor				
					33	Lesson 33: Use of a word processor	Perform simple editing and formatting of text using a word processor.				
	21				34	Lesson 34: Features of a spreadsheet	Define a spreadsheet and give examples Describe key features of a spreadsheet Perform basic operations using spreadsheets				
					35	Lesson 35: Features of a graphic software	Define a graphic software and give examples Describe key features of a graphic software Perform basic operations using graphic software				
	22				36	Lesson 36: Integration activity					
			Discovering the internet	Given a situation with issues related to searching information from the internet, learners use a web browser and hyperlinks to navigate between web pages and find information	37	Lesson 37: Introduction to the internet	Define the internet State the basic components needed to use the internet Explain the concepts of browser, web page, hyperlinks, URL				
	23					**Evaluation**					
					38	Lesson 38: Web browsers	Start a web browser View a specific website and navigate between pages and sites using hyperlinks				
	24					**Remediation**					
					39	Lesson 39: Search engines	Define and give examples of search engines Access a search engine Find information on the web using a search engine				
THIRD					40	Lesson 40: Integration activity					
	25	**Digita l**	ED 1.1: Introducing Ethics in computing	Given a computing environment, learners adopt responsible	41	Lesson 41: Introducing Ethics	Identify situations of unethical behaviour in life. Demonstrate ethical behaviour				

				behaviours in such an environment.	42	Lesson 42: Computer Ethics	Define computer ethics State the importance of computer ethics List three major issues of concern in the study of computer ethics				
	26				43	Lesson 43: Ethical ways of using technology	Discuss ethical ways of using technology Give examples of scenarios highlighting ethical issues List common computer crimes				
					44	Lesson 44: Integration activity					
	27		ED 1.2: Computers and the workplace	Given a computing environment, learners adopt appropriate safety measures in the environment	45	Lesson 45: Common dangers in a workplace: electricity shock	Identify causes of electricity shock in a computing environment. Outline measures to prevent electricity shock in a computing environment				
					46	Lesson 46: Common dangers in a workplace: fire and flood.	Identify causes of fire and flood in a computing environment. Outline measures to prevent and contain fire in a computing environment Outline measures to prevent and contain flood in a computing environment				
	28				47	Lesson 47: Computer related health issues	Explain the concept of repetitive strain injury (RSI) Identify causes of repetitive strain injury State methods of preventing RSI				
					48	Lesson 48: Integration activity					
	29					**Evaluation**					
		Computational thinking and	Introducing analytical and logical thinking	Given a problem, learners develop strategies to solve problems logically and adapt common solutions to similar problems	49	Lesson 49: thinking on problems	Think on an issue or problem Value thinking as a means to approach any situation in life. Appreciate different ways of looking at a topic or situation.				
					50	Lesson 50: problem solving process	State the expected outcome of a problem List resources needed to solve a problem Outline the steps in solving a particular problem				
	30					**Remediation**					

					51	Lesson 51: Decomposition	State the elements of computational thinking Explain the concept of decomposition Break a problem into smaller simple subproblems (applying decomposition)				
	31				52	Lesson 52: Pattern recognition	Explain the concept of pattern recognition Apply pattern recognition to solve problems				
					53	Lesson 53: Abstraction	Explain the concept of abstraction Apply abstraction in problem solving				
	32				54	Lesson 54: Algorithms	Explain the concepts of algorithm, instruction, sequence structure and sub problem Write simple algorithms and use an algorithm to solve similar problems Combine solutions of subproblems to solve bigger problems				
					55	Lesson 55: Evaluate solutions to problems	Count number of steps in a strategy to solve a problem and decide on the best strategy Perform an evaluation of solutions to a problem				
	33				56	Lesson 56: Integration activity					
			Introducing programming tools	Given a situation that requires writing a program, learners create scenarios or programs using a block programming tool.	57	Lesson 57: Block programming environment	Give examples of block programming environments Outline features of a block programming environment				
	34				58	Lesson 58: Pseudocodes and block programming	Write Pseudocodes using blocks				
					59	Lesson 59: Write programs in a block programming environment	Create scenarios in a block programming environment (scratch)				
	35				60	Lesson 60: Integration activity					
						Evaluation					
	36					**Remediation**					

	END OF PROGRAM									