

## Lesson Plan

Instructor Name:

Class:

Unit/Topic: Introduction to Bootstrap

Date:

### RESOURCES

(Include equipment required for class and/or for teacher preparation)

Computers, Projector, Board, Marker Pen, Internet

### LESSON OUTCOME:

(Key Knowledge and Skills students should achieve in the lesson taken from relevant curriculum documents.)

1. Student to understand what is Python Programming, Benefits, Python Basics, Creating First Python Program
2. Student to understand what are variables, Data Types (Strings and Numbers)

### LESSON STRUCTURE:

Time	Introduction (Set).
2mins	1. Greetings 2. Introduce Lesson Main Objectives .

Time	Main Content:	Teaching Approaches
10 mins	<b>Instructor Activity</b> Introduce students to Python Programming. Refer Book3 Page5,6,7 Students to Create a New Folder named <b>PythonClassName</b> . Referring Python <b>Day1Content</b>	Instructor Led  Practical method
20 mins	Create a Hello World Program Refer Book3 Page7. <b>Create Lesson1a.py</b> Explain the Print Function Book3 Page8 Explain white space and indentation Book3 Page9 Explain what are Comments Book3 Page10, Explain using <b>Lesson1a.py</b>	
30 mins	Introduce variables Page 11, 12, 13 Introduce Data Types Book3 Page 14. Introduce Strings Refer Book3 Page 15,16. Create /Refer <b>Lesson1b.py</b> Teach on String Concatenation Refer <b>Lesson1c.py</b> and Book3 Page17	
50 mins	Introduce Numbers – Refer Page 17,18 <b>Create/Refer Lesson1d.py</b> Introduce INT, FLOAT and Complex Numbers Refer Page 18,19 Introduce Arithmetic Operators TODO <b>Lesson1e.py</b> Adding two integers	
Time	<b>Conclusion:</b>	
3 mins	- Conclude by revisiting the Variables and Data Types – String/Numbers	

**Assessment** - 20 mins

Student to do the other Arithmetics.

### Reflection

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Signed: \_\_\_\_\_  
Program Director