

Lesson No	Lesson Plan Description	Planned Date																					
		6A1	6A2	6A3	6A4	6A5	6A6	6A7	6A8	6A9	6A10	6A11	6A12	6A13	6A14	6A15	6A16	6A17	6A18	6A19	6A20	6A21	6A22
UNIT 1	"Hello World" Application: Create an application to display "Hello World" at the center of the screen, testing it on both the Android emulator and an actual Android device.	Nov 28, 2025	Nov 27, 2025	Nov 24, 2025	Nov 25, 2025	Nov 26, 2025	Nov 24, 2025	Nov 28, 2025	Nov 26, 2025	Nov 28, 2025	Nov 26, 2025	Nov 27, 2025	Nov 28, 2025	Nov 26, 2025	Nov 29, 2025	Nov 25, 2025	Nov 25, 2025	Nov 28, 2025	Nov 24, 2025	Nov 26, 2025	Nov 28, 2025	Nov 28, 2025	Nov 27, 2025
UNIT 2	Android Lifecycle App: Build an app that demonstrates the various Android lifecycle stages (like onCreate, onStart, onResume, etc.).	Dec 05, 2025	Dec 4, 2025	Dec 01, 2025	Dec 02, 2025	Dec 03, 2025	Dec 01, 2025	Dec 05, 2025	Dec 03, 2025	Dec 05, 2025	Dec 03, 2025	Dec 4, 2025	Dec 05, 2025	Dec 03, 2025	Dec 29, 2025	Dec 02, 2025	Dec 05, 2025	Dec 01, 2025	Dec 03, 2025	Dec 05, 2025	Dec 05, 2025	Dec 4, 2025	
UNIT 2	Two-Activity Explicit Intent: Create an app where the first activity has an EditText and a "Send" button. Clicking the button uses an explicit intent to send the text to a second activity and display it in a TextView.	Dec 12, 2025	Dec 11, 2025	Dec 8, 2025	Dec 09, 2025	Dec 10, 2025	Dec 8, 2025	Dec 12, 2025	Dec 10, 2025	Dec 12, 2025	Dec 11, 2025	Dec 12, 2025	Dec 10, 2025	Dec 13, 2025	Dec 09, 2025	Dec 12, 2025	Dec 09, 2025	Dec 8, 2025	Dec 10, 2025	Dec 12, 2025	Dec 12, 2025	Dec 11, 2025	
UNIT 3	Create an app with explicit intent: The first activity should have an EditText and a "Send" button. On button click, use an implicit intent with the "SEND" action, allowing the user to select an app from an app chooser to handle the intent and display the text.	Dec 19, 2025	Dec 18, 2025	Dec 15, 2025	Dec 16, 2025	Dec 17, 2025	Dec 15, 2025	Dec 19, 2025	Dec 17, 2025	Dec 19, 2025	Dec 18, 2025	Dec 17, 2025	Dec 19, 2025	Dec 13, 2025	Dec 16, 2025	Dec 19, 2025	Dec 16, 2025	Dec 15, 2025	Dec 17, 2025	Dec 19, 2025	Dec 19, 2025	Dec 18, 2025	
UNIT 3	Build a basic calculator app: Create an app that performs basic arithmetic operations (addition, subtraction, multiplication, and division) on numbers.	Dec 26, 2025	Jan 1, 2026	Dec 22, 2025	Dec 23, 2025	Dec 24, 2025	Dec 22, 2025	Dec 26, 2025	Dec 24, 2025	Dec 26, 2025	Dec 24, 2025	Jan 1, 2026	Dec 26, 2025	Dec 24, 2025	Dec 27, 2025	Dec 23, 2025	Dec 26, 2025	Dec 23, 2025	Dec 22, 2025	Dec 24, 2025	Dec 26, 2025	Dec 26, 2025	Jan 1, 2026
UNIT 3	Create a Spinner-based app: Develop an app with a spinner populated from the res/values/strings.xml resource. When the spinner value changes, the corresponding image from the res/drawable directory should be displayed.	Jan 02, 2026	Jan 8, 2026	Dec 29, 2025	Dec 30, 2025	Dec 31, 2025	Dec 29, 2025	Jan 02, 2026	Dec 31, 2025	Jan 02, 2026	Dec 31, 2025	Jan 8, 2026	Jan 02, 2026	Dec 31, 2025	Dec 27, 2025	Dec 30, 2025	Jan 02, 2026	Dec 30, 2025	Dec 29, 2025	Dec 31, 2025	Jan 02, 2026	Jan 8, 2026	
UNIT 4	Create a discount calculator app: Use a RadioGroup with three radio buttons for 10%, 15%, and 20% discounts on a shopping bill. The user can enter the bill amount in an EditText, and the selected discount will be calculated and displayed in a TextView.	Jan 09, 2026	Jan 22, 2026	Jan 05, 2026	Jan 06, 2026	Jan 07, 2026	Jan 05, 2026	Jan 09, 2026	Jan 07, 2026	Jan 09, 2026	Jan 07, 2026	Jan 07, 2026	Jan 22, 2026	Jan 09, 2026	Jan 07, 2026	Jan 10, 2026	Jan 06, 2026	Jan 06, 2026	Jan 05, 2026	Jan 07, 2026	Jan 09, 2026	Jan 09, 2026	Jan 22, 2026
UNIT 4	Create an app with a course selection RadioButton group: Display a list of college courses with a RadioButton group. When a course is selected, the corresponding TIC (Total Instructional Credit) should be shown in a TextView.	Jan 16, 2026	Jan 22, 2026	Jan 12, 2026	Jan 13, 2026	Jan 21, 2026	Jan 12, 2026	Jan 16, 2026	Jan 21, 2026	Jan 16, 2026	Jan 21, 2026	Jan 21, 2026	Jan 22, 2026	Jan 16, 2026	Jan 21, 2026	Jan 10, 2026	Jan 13, 2026	Jan 16, 2026	Jan 13, 2026	Jan 12, 2026	Jan 21, 2026	Jan 16, 2026	Jan 22, 2026
UNIT 5	Create a shopping list app using checkboxes: Build an app with checkboxes for shopping list items. As items are checked off, the selected items should be displayed in a TextView.	Jan 23, 2026	Feb 5, 2026	Jan 19, 2026	Jan 20, 2026	Jan 28, 2026	Jan 19, 2026	Jan 23, 2026	Jan 28, 2026	Jan 23, 2028	Jan 28, 2026	Feb 5, 2026	Jan 23, 2026	Jan 28, 2026	Jan 24, 2026	Jan 20, 2026	Jan 23, 2026	Jan 20, 2026	Jan 19, 2026	Jan 28, 2026	Jan 23, 2026	Jan 23, 2026	Feb 5, 2026
UNIT 5	Create a login and registration app: Develop a login application that verifies the username and password. Include a registration page for new users. Upon successful login, show a "Welcome User" pop-up message	Jan 30, 2026	Feb 12, 2026	Feb 02, 2026	Jan 27, 2026	Feb 04, 2026	Feb 02, 2026	Jan 30, 2026	Feb 04, 2026	Jan 30, 2026	Feb 04, 2026	Feb 12, 2026	Jan 30, 2026	Feb 04, 2026	Jan 24, 2026	Jan 27, 2026	Jan 30, 2026	Jan 27, 2026	Feb 02, 2026	Feb 04, 2026	Jan 30, 2026	Jan 30, 2026	Feb 12, 2026
UNIT 5	Create a login app with navigation to another activity: The login screen should verify the username and password. After successful login, navigate to a new activity that displays a "Welcome User" message in a TextView and a "Logout" button. On clicking "Logout," show a confirmation dialog with "OK" and "Cancel" buttons. "OK" should return to the login screen, while "Cancel" should keep the user on the current activity.	Feb 06, 2026	Feb 26, 2026	Feb 16, 2026	Feb 03, 2026	Feb 11, 2026	Feb 16, 2026	Feb 06, 2026	Feb 11, 2026	Feb 06, 2026	Feb 11, 2026	Feb 26, 2026	Feb 06, 2026	Feb 11, 2026	Jan 31, 2026	Feb 03, 2026	Feb 06, 2026	Feb 03, 2026	Feb 16, 2026	Feb 18, 2026	Feb 06, 2026	Feb 26, 2026	
UNIT 6	Create an app with a menu: Implement a menu with five options. The selected option should be displayed in a TextView.	Feb 13, 2026	Mar 5, 2026	Feb 23, 2026	Feb 10, 2026	Feb 25, 2026	Feb 23, 2026	Feb 13, 2026	Feb 25, 2026	Feb 13, 2026	Feb 25, 2026	Mar 5, 2026	Feb 13, 2026	Feb 25, 2026	Jan 31, 2026	Feb 10, 2026	Feb 20, 2026	Feb 17, 2026	Feb 23, 2026	Feb 25, 2026	Feb 20, 2026	Mar 5, 2026	
UNIT 6	Build an app using LinearLayout: Create a simple app that uses LinearLayout. It should take the contents of a predefined TextView, convert it to uppercase on button click, and display it in an EditText. Additionally, create an app that responds to key events in the EditText without needing a button press.	Feb 27, 2026	Mar 5, 2026	Mar 02, 2026	Feb 24, 2026	Mar 04, 2026	Mar 02, 2026	Feb 27, 2026	Mar 04, 2026	Feb 27, 2026	Mar 04, 2026	Mar 5, 2026	Feb 27, 2026	Mar 04, 2026	Feb 14, 2026	Feb 24, 2026	Feb 27, 2026	Feb 24, 2026	Mar 02, 2026	Mar 04, 2026	Feb 27, 2026	Mar 5, 2026	
UNIT 6	Create an app with TableLayout and custom styles: Use a TableLayout with a TextView, EditText, and buttons. Also, create a custom styles.xml in the res/values directory to style the TextView.	Mar 06, 2026	Mar 12, 2026	Mar 9, 2026	Mar 03, 2026	Mar 11, 2026	Mar 9, 2026	Mar 06, 2026	Mar 11, 2026	Mar 06, 2026	Mar 11, 2026	Mar 12, 2026	Mar 06, 2026	Mar 11, 2026	Feb 14, 2026	Mar 03, 2026	Mar 06, 2026	Mar 03, 2026	Mar 09, 2026	Mar 11, 2026	Mar 06, 2026	Mar 12, 2026	
UNIT 7	Create an app with SQLite database operations: Build an app that allows the user to perform CRUD operations (Create, Read, Update, Delete) with an SQLite database.	Mar 13, 2026	Mar 12, 2026	Mar 16, 2026	Mar 10, 2026	Mar 18, 2026	Mar 16, 2026	Mar 13, 2026	Mar 18, 2026	Mar 13, 2026	Mar 18, 2026	Mar 12, 2026	Mar 13, 2026	Mar 18, 2026	Feb 28, 2026	Mar 10, 2026	Mar 13, 2026	Mar 10, 2026	Mar 16, 2026	Mar 18, 2026	Mar 13, 2026	Mar 12, 2026	
UNIT 7	Create an app with three vertically aligned buttons: Develop an app with three buttons arranged vertically. When any button is selected, the screen color should change accordingly.	Mar 27, 2026	Mar 26, 2026	Mar 23, 2026	Mar 17, 2026	Mar 25, 2026	Mar 23, 2026	Mar 27, 2026	Mar 25, 2026	Mar 27, 2026	Mar 25, 2026	Mar 27, 2026	Mar 26, 2026	Mar 27, 2026	Feb 28, 2026	Mar 17, 2026	Mar 27, 2026	Mar 17, 2026	Mar 23, 2026	Mar 25, 2026	Mar 27, 2026	Mar 26, 2026	