

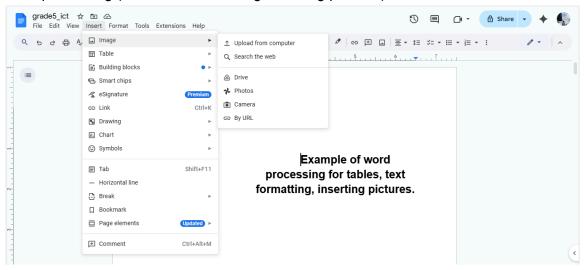
General Topic: Intermediate Computer Applications

Lesson Overview:

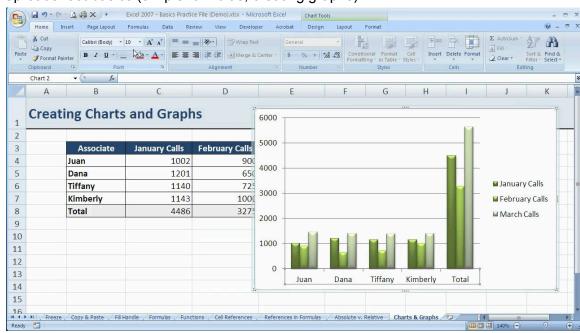
Students explore more **advanced uses of computer programs** to improve productivity and creativity.

Key Concepts and Subtopics:

Word processing (tables, text formatting, inserting pictures)



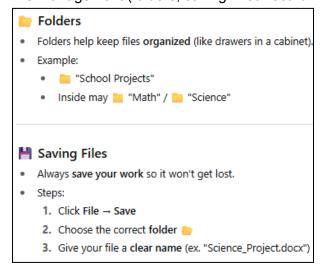
Spreadsheet basics (simple formulas, creating graphs)

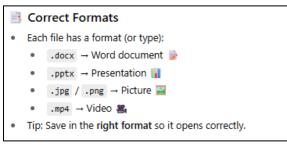


Reference: https://www.youtube.com/watch?v=kDhvjnkgr4o

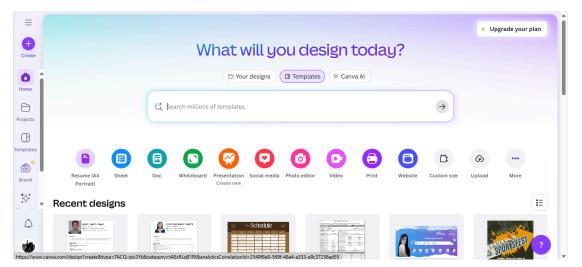


• File management (folders, saving in correct formats)





• Slide presentations (layouts, designs, transitions)



Real-Life Example:

Making a simple budget table in spreadsheets or creating a class event invitation in Word.

Remember This!

Knowing how to use applications makes schoolwork easier and more professional.



General Topic: Creating Multimedia Presentations

Lesson Overview:

Students learn to **combine text, pictures, and sound in slide presentations** for clearer communication.

Key Concepts and Subtopics:

- Designing slides (backgrounds, colors, fonts)
 - Choose a background (plain or simple pattern)
 - · Pick easy-to-read fonts (no fancy scribbles)
 - Use contrasting colors (dark text + light background)
- Inserting pictures, audio, and video
 - Add pictures to explain ideas
 - Insert audio J for background or narration
 - Use videos

 for extra information
- Animations and transitions (used correctly)
 - Make text/pictures appear step by step
 - Use simple transitions (fade, slide)
 - O Don't use too many effects—it can distract the audience!
- Presenting with confidence
 - Stand straight & face the audience
 - Speak clearly—not too fast, not too slow
 - Practice before presenting 6
 - Smile and enjoy sharing your work!

Real-Life Example:

Presenting a history report using slides with images and short sound clips.

Remember This!

• A multimedia presentation should be simple, clear, and creative.



General Topic: Internet Research and Safety

Lesson Overview:

Students use the internet for learning while practicing safety and responsibility online.

Key Concepts and Subtopics:

Using keywords in search engines

- Use specific words to find information quickly
 Example: Instead of "birds," search "types of Philippine birds"
- Checking if sources are reliable
 - Look for:
 Trusted websites (.gov, .edu, .org) (1)
 Up-to-date information (2)
 Clear author or organization (2)
 Avoid websites with wrong spelling, strange ads, or fake news ×
- Protecting personal information online
 - · Don't share: full name, address, phone number, passwords
 - Use nicknames or usernames instead
 - · Ask a trusted adult before signing up for websites
- Avoiding cyberbullying and practicing netiquette
 - Cyberbullying = being mean or hurtful online X
 Always:
 Be polite and respectful
 Think before you post
 Report anything harmful or unsafe

Real-Life Example:

Researching about Philippine heroes from reliable educational websites.

Remember This!

• The internet is useful but must be used carefully and responsibly.



General Topic: Introductory Programming Logic

Lesson Overview:

Students are **introduced to the basics of coding and logical thinking** through step-by-step activities.

Key Concepts and Subtopics:

• Algorithms and sequencing of steps

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    Algorithm = a step-by-step set of instructions to solve a problem
    Example: Making a sandwich 
    1. Take bread
    2. Spread peanut butter
    3. Add jelly
    4. Close sandwich
    ✓ Sequence matters! Step 3 cannot come before step 2.
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Simple flowcharts and instruction

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    Flowcharts = diagrams showing steps with arrows
    Shapes:

            Oval = Start/End
            Rectangle = Process/Action
            Diamond = Decision/Choice

    Example:

            scss
            Start → Take umbrella? → Yes → Take umbrella → Go outside
            No
            Go outside
```

Basic coding ideas (loops, "if-then" conditions)



- Using block-based coding tools (e.g., Scratch, Blockly)
 - Scratch <u>W</u>, Blockly
 - Use drag-and-drop blocks to create programs
 - · Easy way to practice coding logic without typing code

Real-Life Example:

Creating a Scratch game where a character jumps when the spacebar is pressed.

Remember This!

• Programming is about giving clear instructions to the computer.



General Topic:Project-Based Digital Tasks

Lesson Overview:

Students apply different ICT skills to create small digital projects.

Key Concepts and Subtopics:

- Combining word processing, slides, and spreadsheets
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- Word Processing → writing reports, essays
- Spreadsheets

 → organizing numbers, creating charts
- Example: Science project:
 - Write report in Word
 - Make slides to present findings
 - · Use spreadsheet for data and graphs
- Using design and multimedia tools for creativity
- •
- Add pictures, videos, audio, and colors to make projects interesting
- Use tools like: Canva, PowerPoint, or Scratch for interactive content
- Helps make learning fun and engaging
- Working in groups on digital outputs
 - Teamwork skills:
 - Divide tasks: writer, designer, data recorder
 - Share files safely
 - Give constructive feedback to peers
- Presenting projects using ICT tools
 - Stand confidently
 - Speak clearly
 - Use slides, charts, and media effectively
 - Practice beforehand



Real-Life Example:

A class project creating a "Digital Scrapbook" about school activities.

Remember This!

• Projects help connect ICT skills with real-life learning.