

Week	Lesson	Strand	Sub-Strand	Specific Learning Outcomes	Learning Experiences	Key Inquiry Questions	Learning Resources	Assessment Methods	Ref
1	1	FOUNDATION OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Search for the meaning of the terms; computer, data and information using digital devices or reference materials. b) Write down his/her findings and share with classmates. c) Appreciate understanding the meaning of computer, Data and Information.	Learners are guided in pairs, in groups or individually to: Search for the meaning of the terms; computer, data and information using digital devices or reference materials. Write down his/her findings and share with classmates.	What is a computer?	Digital devices Computer hardware Internet Videos Audio clips Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 1-2</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATION OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Name examples of computers. b) Identify the features that the digital devices have in common. c) Appreciate examples of computers	Learners are guided in pairs, in groups or individually to: Name examples of computers. Look at pictures Identify the features that the digital devices have in common.		Digital devices Computer hardware Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg.1-2</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Checklist	
	3	FOUNDATION OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Watch a video clip on the characteristics of a computer b) Discuss the characteristics of a computer for awareness c) Appreciate the	Learners are guided in pairs, in groups or individually to: Watch a video clip on the characteristics of a computer Discuss the characteristics of a	How do you use computer in real life situation?	Digital devices Computer hardware Internet Models Checklists <u>Longhorn Computer Science Learner's</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules	

				characteristics of a computer	computer for awareness		<u>Book Grade 7 Pg.1-2</u>	Checklist	
2	1	FOUNDATIO N OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Discuss the uses of a computer and present answers in class b) Use available digital devices to work out math problems or use them in various ways. c) Appreciate using computing devices to carry out various activities	Learners are guided in pairs, in groups or individually to: Discuss the uses of a computer and present answers in class Use available digital devices to work out math problems or use them in various ways.	What are the uses of a computer?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 3</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Discuss the stages of the computer processing cycle b) Draw accurately and label correctly the computer processing cycle. c) Appreciate analyzing the application areas of computers.	Learners are guided in pairs, in groups or individually to: Discuss the stages of the computer processing cycle Draw accurately and label correctly the computer processing cycle.	What is the computer processing cycle?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 4-5</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Discuss the advantages and disadvantages of using computers in data processing. b) Write down the advantages and disadvantages of using computers in data processing.	Learners are guided in pairs, in groups or individually to: Discuss the advantages and disadvantages of using computers in data processing. Write down the advantages and	What is the advantage d of using computers in data processing ?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	

				c) Appreciate advantages and disadvantages of using computers in data processing.	disadvantages of using computers in data processing.		<u>Book Grade 7 Pg. 5-7</u>		
3	1	FOUNDATIO N OF COMPUTER SCIENCE	Computer Concepts	By the end of the lesson, the learner should be able to: a) Watch a video on application areas of computers and mention the areas. b) State the effects of using computers for long hours. c) Appreciate the application of computers in day-to-day life.	Learners are guided in pairs, in groups or individually to: Watch a video on application areas of computers and mention the areas. State the effects of using computers for long hours.	Which areas are computers used?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 8-9</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Evolution of Computer s	By the end of the lesson, the learner should be able to: a) Watch a video and identify evolution stages of computers from first mechanical device to modern electronic digital devices b) List the earl devices that were used for computing. c) Appreciate evolution stages of computers.	Learners are guided in pairs, in groups or individually to: Watch a video and identify evolution stages of computers from first mechanical device to modern electronic digital devices List the earl devices that were used for computing.	Which was the first computer?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 11</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Evolution of Computer s	By the end of the lesson, the learner should be able to: a) Explain the tasks performed by computers at different evolution stages. b) Write the tasks performed by the devices from different evolution stages.	Learners are guided in pairs, in groups or individually to: Explain the tasks performed by computers at different evolution stages.	What tasks did computers that existed at different evolution stages	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation	

				c) Appreciate the tasks performed by computers at different evolution stages.	Write the tasks performed by the devices from different evolution stages.	perform?	<u>Computer Science Learner's Book Grade 7 Pg. 13-14</u>	schedules Checklist	
4	1	FOUNDATIO N OF COMPUTER SCIENCE	Evolution of Computer s	By the end of the lesson, the learner should be able to: a) Discuss the difference between the difference engine and the analytical engine in relation to computer development b) Use computer that existed at different evolution stages to perform tasks c) Appreciate examining the sustained development of computers in respect to contemporary technology	Learners are guided in pairs, in groups or individually to: Discuss the difference between the difference engine and the analytical engine in relation to computer development Use computer that existed at different evolution stages to perform tasks	What is the relationship between the difference engine and analytical engine?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 14-15</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Generatio ns of Computer s	By the end of the lesson, the learner should be able to: a) Identify the generations of computers from first to the latest. b) Write down examples of computers in each generation c) Appreciate generations of computers	Learners are guided in pairs, in groups or individually to: Identify the generations of computers from first to the latest. Write down examples of computers in each generation	Which is the first generation of computers ?	Digital devices, reference materials, computer hardware <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 16</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Generatio ns of Computer s	By the end of the lesson, the learner should be able to: a) Discuss the characteristics of different computer generations for awareness b) Consult a computer	Learners are guided in pairs, in groups or individually to: Discuss the characteristics of different computer	How do you apply different technologies of computers	Digital devices Computer hardware Internet Videos Models	Rating scales Rubrics Questionnaires Projects Journals Oral questions	

				<p>technician to discuss technologies used in different generations of computers</p> <p>c) Appreciate the characteristics of different computer generations</p>	<p>generations for awareness</p> <p>Consult a computer technician to discuss technologies used in different generations of computers</p>	<p>in daily life situation?</p>	<p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 17-18</u></p>	<p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	
5	1	FOUNDATIO N OF COMPUTER SCIENCE	Generatio ns of Computer s	<p>By the end of the lesson, the learner should be able to:</p> <p>a) Talk about the technological advancement of computers from one to the next generation</p> <p>b) Match computer generations to their corresponding technologies</p> <p>c) Appreciate analyzing the technological advancement of computers from one to the next generation.</p>	<p>Learners are guided in pairs, in groups or individually to:</p> <p>Talk about the technological advancement of computers from one to the next generation</p> <p>Match computer generations to their corresponding technologies</p>	<p>What is the importance of the changes in the generation of computers ?</p>	<p>Digital devices</p> <p>Computer hardware</p> <p>Internet</p> <p>Videos</p> <p>Models</p> <p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 19-20</u></p>	<p>Rating scales</p> <p>Rubrics</p> <p>Questionnaires</p> <p>Projects</p> <p>Journals</p> <p>Oral questions</p> <p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Classificat ion of Computer s	<p>By the end of the lesson, the learner should be able to:</p> <p>a) Discuss the criteria used to classify computers</p> <p>b) Apply appropriate criteria to classify computers.</p> <p>c) Enjoy classifying computers</p>	<p>Learners are guided in pairs, in groups or individually to:</p> <p>Discuss the criteria used to classify computers</p> <p>Apply appropriate criteria to classify computers.</p>	<p>How are different types of computers used?</p>	<p>Digital devices</p> <p>Computer hardware</p> <p>Internet</p> <p>Videos</p> <p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 21-22</u></p>	<p>Rating scales</p> <p>Rubrics</p> <p>Questionnaires</p> <p>Projects</p> <p>Journals</p> <p>Oral questions</p> <p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Classificat ion of Computer s	<p>By the end of the lesson, the learner should be able to:</p> <p>a) Mention the different types of computers in a computer</p>	<p>Learners are guided in pairs, in groups or individually to:</p> <p>Mention the</p>	<p>Why do you use embedded computers</p>	<p>Digital devices</p> <p>Computer hardware</p> <p>Internet</p>	<p>Rating scales</p> <p>Rubrics</p> <p>Questionnaires</p> <p>Projects</p>	

				<p>user environment</p> <p>b) Write down the different types of computers in a computer user environment</p> <p>c) Appreciate the different types of computers in a computer user environment</p>	<p>different types of computers in a computer user environment</p> <p>Write down the different types of computers in a computer user environment</p>	?	<p>Videos</p> <p>Models</p> <p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 22-23</u></p>	<p>Journals</p> <p>Oral questions</p> <p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	
6				MIDTERM BREAK					
7	1	FOUNDATIO N OF COMPUTER SCIENCE	Classificat ion of Computer s	<p>By the end of the lesson, the learner should be able to:</p> <p>a) Find out information about embedded computers and share findings in class.</p> <p>b) List examples of embedded computers in daily life activities</p> <p>c) Appreciate the use of different types of computers in performing tasks.</p>	<p>Learners are guided in pairs, in groups or individually to: Find out information about embedded computers and share findings in class.</p> <p>List examples of embedded computers in daily life activities</p>	How do we use embedded computer in daily life?	<p>Digital devices</p> <p>Computer hardware</p> <p>Internet</p> <p>Videos</p> <p>Models</p> <p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 24-25</u></p>	<p>Rating scales</p> <p>Rubrics</p> <p>Questionnaires</p> <p>Projects</p> <p>Journals</p> <p>Oral questions</p> <p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Computer user Environm ent	<p>By the end of the lesson, the learner should be able to:</p> <p>a) Watch a video about different computer user environments.</p> <p>b) Discuss factors to consider when setting up a computer user environment.</p> <p>c) Appreciate different computer user environments.</p>	<p>Learners are guided in pairs, in groups or individually to: Watch a video about different computer user environments.</p> <p>Discuss factors to consider when setting up a computer user environment.</p>	Why do you set up a computer user environment?	<p>Digital devices</p> <p>Computer hardware</p> <p>Internet</p> <p>Videos</p> <p>Models</p> <p>Checklists</p> <p><u>Longhorn Computer Science Learner's Book Grade 7 Pg. 26-27</u></p>	<p>Rating scales</p> <p>Rubrics</p> <p>Questionnaires</p> <p>Projects</p> <p>Journals</p> <p>Oral questions</p> <p>Written tests</p> <p>Observation schedules</p> <p>Checklist</p>	

	3	FOUNDATIO N OF COMPUTER SCIENCE	Computer user Environm ent	By the end of the lesson, the learner should be able to: a) Identify appropriate resources for a computer user environment. b) Write down resources required in a computer user environment and their functions c) Appreciate resources required in a computer user environment	Learners are guided in pairs, in groups or individually to: Identify appropriate resources for a computer user environment. Write down resources required in a computer user environment and their functions	How do you take care of a computer?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 28</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
8	1	FOUNDATIO N OF COMPUTER SCIENCE	Computer user Environm ent	By the end of the lesson, the learner should be able to: a) Discuss and set rules to follow in a computer user environment. b) Observe the rules set when in the computer user environment. c) Appreciate following rules in computer user environment.	Learners are guided in pairs, in groups or individually to: Discuss and set rules to follow in a computer user environment. Observe the rules set when in the computer user environment.	Which rules are applied in the computer user environme nt?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 29-31</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Computer user Environm ent	By the end of the lesson, the learner should be able to: a) List safety precautions and practices to observe in the computer room. b) Role-play safety precautions and practices to observe in the computer room. c) Appreciate observing safety in the computer room	Learners are guided in pairs, in groups or individually to: List safety precautions and practices to observe in the computer room. Role-play safety precautions and practices to observe in the computer room.	Why should we observe safety precaution in a computer room?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. .29-31</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	

	3	FOUNDATIO N OF COMPUTER SCIENCE	Computer user Environm ent	By the end of the lesson, the learner should be able to: a) Discuss the digital technology trends. b) Write down emerging trends in a computer user environment. c) Appreciate emerging trends in a computer user environment	Learners are guided in pairs, in groups or individually to: Discuss the digital technology trends. Write down emerging trends in a computer user environment.	Which emerging trends in the digital technolog y do you know?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 31-32</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
9	1	FOUNDATIO N OF COMPUTER SCIENCE	Physical Parts of a Computer	By the end of the lesson, the learner should be able to: a) Identify the physical parts of a computer b) Draw a computer and label its parts. c) Appreciate the physical parts of a computer	Learners are guided in pairs, in groups or individually to: Identify the physical parts of a computer Draw a computer and label its parts.	Which parts of a computer do you know?	Digital devices Computer hardware Videos Models <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 33-34</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Physical Parts of a Computer	By the end of the lesson, the learner should be able to: a) Discuss the functions of the physical parts of a computer b) Match the physical parts of a computer to their respective functions c) Appreciate the functions of the physical parts of a computer.	Learners are guided in pairs, in groups or individually to: Discuss the functions of the physical parts of a computer Match the physical parts of a computer to their respective functions	What is the function of a monitor?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 33-34</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Physical Parts of a Computer	By the end of the lesson, the learner should be able to: a) Watch a video on how to connect physical parts of a computer. b) Connect the physical parts	Learners are guided in pairs, in groups or individually to: Watch a video on how to connect physical parts of a	How do you connect physical parts of a computer?	Digital devices Computer hardware Internet Videos Checklists	Rating scales Rubrics Questionnaires Projects Journals Oral questions	

				of a computer for use. c) Appreciate proper connection of the physical parts of a computer.	computer. Connect the physical parts of a computer for use.		<u>Longhorn Computer Science Learner's Book Grade 7 Pg. 35</u>	Written tests Observation schedules Checklist	
10	1	FOUNDATIO N OF COMPUTER SCIENCE	Physical Parts of a Computer	By the end of the lesson, the learner should be able to: a) Discuss ways of reusing or recycling the physical computer parts. b) Collect physical parts of a computer and reuse them to make various items to minimize wastage c) Appreciate reusing and recycling physical parts of a computer.	Learners are guided in pairs, in groups or individually to: Discuss ways of reusing or recycling the physical computer parts. Collect physical parts of a computer and reuse them to make various items to minimize wastage	How can we reuse the physical parts of a computer?	Digital devices Computer hardware Internet Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 35-37</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Discuss the steps on how to start and shut down a computer. b) Practice starting and shutting down a computer using appropriate procedure c) Appreciate proper starting and shutting down a computer.	Learners are guided in pairs, in groups or individually to: Discuss the steps on how to start and shut down a computer. Practice starting and shutting down a computer using appropriate procedure	How do we start a computer?	Digital devices Computer hardware Videos Models Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 38</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Identify and name the different keys in a computer keyboard. b) Draw a computer keyboard and label its keys. c) Appreciate the different	Learners are guided in pairs, in groups or individually to: Identify and name the different keys in a computer keyboard. Draw a computer	Which keyboard keys on a computer do you know?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation	

				keys on the computer keyboards.	keyboard and label its keys.		<u>Science Learner's Book Grade 7 Pg. 39</u>	schedules Checklist	
11	1	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Discuss the functions of the keys in a computer keyboard. b) Demonstrate the functions of the keys in a computer keyboard. c) Appreciate the functions of the keys in a computer keyboard	Learners are guided in pairs, in groups or individually to: Discuss the functions of the keys in a computer keyboard. Demonstrate the functions of the keys in a computer keyboard.	What are the functions of the keys on a computer key board?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 39</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Watch a video on the categories of a computer keyboard keys. b) Categorize the keys in a computer keyboard. c) Enjoy categorizing the keys on the computer keyboard	Learners are guided in pairs, in groups or individually to: Watch a video on the categories of a computer keyboard keys. Categorize the keys in a computer keyboard.	How are different keys in a computer keyboard categorize d?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 40-41</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Use a computer keyboard to type twenty words and identify who types faster. b) Discuss why we should position our fingers on the keyboard correctly when typing. c) Enjoy typing texts and numbers on the computer keyboard.	Learners are guided in pairs, in groups or individually to: Use a computer keyboard to type twenty words and identify who types faster. Discuss why we should position our fingers on the keyboard correctly when typing.	Are you able to type on a computer keyboard?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 40-41</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	

12	1	FOUNDATIO N OF COMPUTER SCIENCE	Hands on skills concepts	By the end of the lesson, the learner should be able to: a) Identify pointing devices on a computer and discuss their functions. b) Make models of a computer keyboard and mouse using locally available materials. c) Appreciate pointing devices and their functions in computing devices	Learners are guided in pairs, in groups or individually to: Identify pointing devices on a computer and discuss their functions. Make models of a computer keyboard and mouse using locally available materials.	What is the use of pointing devices on a computer?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 43-44</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	2	FOUNDATIO N OF COMPUTER SCIENCE	Computer Systems Overview	By the end of the lesson, the learner should be able to: a) Identify the components of a computer system in a computer user environment. b) Write down the components of a computer system in a computer user environment. c) Appreciate the components of a computer system in a computer user environment	Learners are guided in pairs, in groups or individually to: Identify the components of a computer system in a computer user environment. Write down the components of a computer system in a computer user environment.	What is a computer system?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 45-46</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	
	3	FOUNDATIO N OF COMPUTER SCIENCE	Computer Systems Overview	By the end of the lesson, the learner should be able to: a) Discuss and relate computer system components to their functions b) Match the components of a computer with their functions c) Appreciate the use of computer system components to perform tasks	Learners are guided in pairs, in groups or individually to: Discuss and relate computer system components to their functions Match the components of a computer with their functions	Why do you use computer systems?	Digital devices Computer hardware Internet Videos Checklists <u>Longhorn Computer Science Learner's Book Grade 7 Pg. 47</u>	Rating scales Rubrics Questionnaires Projects Journals Oral questions Written tests Observation schedules Checklist	

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