

ANNUAL PEDAGOGICAL PLAN (X , Computer Science)

S.no.	What are the problems	Compilation of problems	Categorisation of Problems (Subjective & Behavioural)
1	Students are not able to understand about the difference between Web Browser, Web Page and HTML.	Recalling of standard structures about the networking SP1 SP2 SP3 SP4	Subjective :- Few students are not able to understand about the concept of networking.
2	Students face the problem to find Usage of different types of protocall		Subjective: Student are not able to use the application of networking and types of networking
3	Lack of interest in writing skills because of which they were not able to elaborate the answers.	Writing Skills	BEHAVIOURAL: Students do not write content according to the questions. Students are taking less interest

ANNUAL PEDAGOGICAL PLAN (X , Computer Science)

KPI NO.	KPI NAME	KPI DEFINITION	WHERE ARE WE NOW? (scale & description)	KPI GOAL	KPI LIMIT	WHAT WE NEED TO DO ?	HOW WILL IT BE ACHIEVED	KPI MEASUREMENT	REVIEW	KPI REPORTING	KPI ACHIEVEMENT	KPI IMPROVEMENT
1	Developing logical approach to the students regarding networking	Standard structure to be followed for networking	50% - Students are taking less interest in the networking	55%	-2%	Clarify the usage networking. And its important	Lab Activity : explain in the computer lab with audio visual process	Practice sheet relate to the topic	After assessment of Practice sheet	After assessment		

Class – X

Lesson Plan

Subject: Computer Science

Topic: Computer System Overview

Brief Description of the lesson:

Computer System Overview is the order in which the students will learn about different parts of computer. Like input unit , out put unit and different types of software

I - Specific Objectives:

SP1: **KPI 1** To make students understand importance of networking. (U)

SP2: **KPI 2** To make students learn about component of web sites. (U)

SP3: **KPI 1** To make students understand types networks. (K)

SP4: **KPI 3** To make students understand types of web browser and protocol. (A)

II - Behavioral Objectives:

B1: To develop the understanding about the importance of networking among students systematic and step-by-step approach. (U)

B2: To make students to understand the social networking sites. (U)

Process / Activities:

Activity (to introduce the lesson):

ACT1: explain on the projector.

ACT2: Explain demonstration

Activity / Assignment (to assess learning):

A1: Practice sheet related to computer system (marks allotted).

A2: Practice sheet related to software (Marks will be allotted)

Digital content to be used

www.w3school.com

Expected Learning Outcomes

Student will:

1. Be able to understand features of computer network. (U)
2. Learn about types of protocol. (U)
3. Be able to understand the e government site. (U)
4. Be able to differentiate between webserver and web browser. (A)

Behavioral Outcomes:

Student will:

