

**COMPUTER FORM 1 SCHEMES OF WORK – TERM 1**

WE EK	LES SON	TOPIC	SUB-TOPIC	LEARNING OBJECTIVES	TEACHING/LEARNING ACTIVITIES	TEACHING/LEARNING RESOURCES	REFERENCES	REMARKS
1	1		DEFINITION OF A COMPUTER	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define computer</li> <li>● Distinguish between data and information</li> <li>● Explain unique characteristics of computer as a data processing tool</li> </ul>	<p>Learner to:</p> <ul style="list-style-type: none"> <li>● Through questions and answer define computer</li> <li>● Through brainstorming distinguish between data and information</li> <li>● Through group discussion, discuss characteristics of a computer as data processing tools</li> </ul>	<ul style="list-style-type: none"> <li>● A calculator</li> <li>● A personal Computer</li> <li>● Charts</li> <li>● Sample data</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 1-2</li> <li>● Computer studies Dr. Onunga and Renu Shah Page 1-2</li> </ul>	
	2-3		PHYSICAL PARTS OF A COMPUTER	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● State and explain various physical parts of a computer</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer list parts of a Computer</li> <li>● Through brainstorming, explain various parts of a computer</li> </ul>	<ul style="list-style-type: none"> <li>● A working personal computer</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway secondary Revision S.Mburu G. Chemwapg 1</li> <li>● Foundations of Computer studies by Pepelapg 3</li> </ul>	
2	1		CLASSIFICATION OF COMPUTERS	<p>By the end of the lesson, the learner should be able</p>	<p>Learner to</p>	<ul style="list-style-type: none"> <li>● Charts or photographs from books,</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway</li> </ul>	

				to	<ul style="list-style-type: none"> <li>● In group of two identify and discuss pictures from books, magazines</li> </ul>	magazines or newspapers	secondary Revision S.Mburu G. Chemwapg 7-8	
	2-3		CLASSIFICATION OF COMPUTERS	<ul style="list-style-type: none"> <li>● Classify computer according to physical size</li> </ul>	<ul style="list-style-type: none"> <li>● Classify computer according to functionality and according to purpose</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Q/A</li> </ul>	<ul style="list-style-type: none"> <li>● Charts or photographs from books, magazines or newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Onunga and Renu Shah Page6</li> </ul>
3	1		DEVELOPMENT OF COMPUTERS	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Explain how computers have developed</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming identify and discuss non-electronic tools</li> </ul>	<ul style="list-style-type: none"> <li>● Charts or photographs from books, magazines or newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 10</li> </ul>
	2-3		ELECTRONIC COMPUTERS	<ul style="list-style-type: none"> <li>● List five generations computers</li> </ul>	<ul style="list-style-type: none"> <li>● In group of three, discuss five generation computers</li> </ul>	<ul style="list-style-type: none"> <li>● Charts or photographs from books, magazines or newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 12-13</li> <li>● Foundations of Computer studies by Pepelapg 22</li> </ul>	

4	1		AREAS WHERE COMPUTER ARE USED	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Identify areas where computers are used</li> <li>● Describe the listed areas where computers are used</li> </ul>	Learner to <ul style="list-style-type: none"> <li>● Through brainstorming identify and discuss areas where computers are used</li> </ul>	<ul style="list-style-type: none"> <li>● Flash Cards</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 14-15</li> </ul>	
	2-3		<ul style="list-style-type: none"> <li>● THE COMPUTER LABORATORY</li> <li>● MEASURES THAT PROTECT COMPUTER</li> </ul>	<ul style="list-style-type: none"> <li>● Define computer laboratory</li> <li>● Describe the safety precautions and practices that protect computer</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define computer laboratory</li> <li>● In group of three, discuss safety precautions and practices that protect computer</li> </ul>	<ul style="list-style-type: none"> <li>● UPS, Surge protector</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 47</li> </ul>	
5	1		MEASURES THAT PROTECT USER	<ul style="list-style-type: none"> <li>● Describe the safety precautions and practices that protect user</li> </ul>	<ul style="list-style-type: none"> <li>● In group of three, discuss safety precautions practices that protect user</li> </ul>	<ul style="list-style-type: none"> <li>● Antiglare standard furniture</li> </ul>		
	2-3		PRACTICAL HANDS-ON SKILLS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Start up a computer</li> <li>● Restart a computer</li> </ul>	<ul style="list-style-type: none"> <li>● Through demonstration by the teacher, learner to observe and imitate on how to start up a computer, restart a computer and shut down</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 21-23</li> </ul>	

				<ul style="list-style-type: none"> <li>● Shutting down computer</li> </ul>	computer			
6	1		<p>KEYBOARD AND MOUSE SKILLS</p> <p>KEYBOARD SKILLS</p>	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define keyboard</li> <li>● Identify parts of the Keyboard</li> </ul>	<p>Learner to</p> <ul style="list-style-type: none"> <li>● Through brainstorming define keyboard and identify parts of the Keyboard</li> </ul>	<ul style="list-style-type: none"> <li>● Computer keyboard</li> <li>● Mobile keyboard</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 22</li> </ul>	
	2-3		KEYBOARD SKILLS	<ul style="list-style-type: none"> <li>● Discuss parts of the keyboard</li> <li>● Type using keyboard</li> </ul>	<ul style="list-style-type: none"> <li>● In group of three, discuss parts of the keyboard and type using keyboard</li> </ul>	<ul style="list-style-type: none"> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 25</li> </ul>	
7	1		TYPING TUTOR	<ul style="list-style-type: none"> <li>● Identify typing tutors</li> <li>● Use typing tutors</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer identify typing tutors and use typing tutors</li> </ul>	<ul style="list-style-type: none"> <li>● Typing tutor software computer</li> </ul>		
	2-3		MOUSE SKILLS	<ul style="list-style-type: none"> <li>● Define computer mouse</li> <li>● Identify parts of the mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming define computer mouse and identify parts of the mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Computer mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 23</li> </ul>	
8	1		MOUSE SKILLS	<p>By the end of the lesson, the learner should be able to:</p> <ul style="list-style-type: none"> <li>● Describe parts of mouse</li> </ul>	<ul style="list-style-type: none"> <li>● In group of three, discuss parts of the mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Computer mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 23-25</li> </ul>	

				<ul style="list-style-type: none"> <li>● Use mouse techniques</li> </ul>				
	2-3		MOUSE SKILLS	<ul style="list-style-type: none"> <li>● Drag and drop items</li> <li>● Open file and folders through double clicking, right clicking</li> </ul>	<ul style="list-style-type: none"> <li>● Through demonstration by the teacher, learner to observe and imitate on how to drag and drop items</li> </ul>	<ul style="list-style-type: none"> <li>● Computer mouse</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 23-25</li> </ul>	
<b>COMPUTER SYSTEM</b>								
9	1		COMPUTER SYSTEMS INPUT DEVICES (KEYING DEVICES)	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe computer system</li> <li>● Define input devices</li> </ul>	<p>Learner to</p> <ul style="list-style-type: none"> <li>● Through brainstorming describe computer system</li> <li>● define input devices</li> </ul>	<ul style="list-style-type: none"> <li>● Computer system</li> <li>● PDA's</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 30-31</li> </ul>	
	2-3		INPUT DEVICES (KEYING DEVICES)	<ul style="list-style-type: none"> <li>● List keying devices</li> <li>● Describe keying devices</li> </ul>	<ul style="list-style-type: none"> <li>● Through questions and answer, list keying devices, describe keying devices</li> </ul>	<ul style="list-style-type: none"> <li>● Computer Keyboard</li> <li>● PDA's Keypad</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 68</li> </ul>	
10	1		POINTING DEVICES	<ul style="list-style-type: none"> <li>● Define pointing devices</li> <li>● List pointing devices</li> <li>● Describe the listed pointing</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define scanning device</li> <li>● In group of three, describe the listed</li> </ul>	<ul style="list-style-type: none"> <li>● Mouse</li> <li>● Joystick</li> <li>● Light pen</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 30-34</li> </ul>	

				devices	pointing devices			
	2-3		SCANNING DEVICES	<ul style="list-style-type: none"> <li>● Define scanning devices</li> <li>● List scanning devices</li> <li>● Describe scanning devices</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define scanning device</li> <li>● In group of three, describe the listed scanning device</li> </ul>	<ul style="list-style-type: none"> <li>● Pictures from books and Magazines</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelag 70</li> </ul>	

11	END TERM 1 EXAM							
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12	REVISION							
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**COMPUTER FORM 1 SCHEMES OF WORK – TERM 2**

**COMPUTER SYSTEMS (cont)**

WE EK	LES SO	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
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1	1		<p>COMPUTER SYSTEMS</p> <p>DIGITIZERS</p> <p>SPEECH RECOGNITION DEVICES</p>	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define digitizer</li> <li>● List other input technologies</li> <li>● Describe the listed input technologies</li> </ul>	<p>Learner to:</p> <ul style="list-style-type: none"> <li>● Through question and answer define digitizer</li> <li>● Through brainstorming to list other input technologies</li> <li>● Through group discussion, discuss the listed input technologies</li> </ul>	<ul style="list-style-type: none"> <li>● Pictures from books and newspapers</li> <li>● PDA's</li> </ul>	<ul style="list-style-type: none"> <li>● Lomghorn Secondary. S.Mburu, G. Chemwa page 37-38</li> <li>● Foundations of Computer studies by Pepelag 76</li> </ul>	
	2-3		<p>CENTRAL PROCESSING UNIT</p>	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define term CPU</li> <li>● List functional elements of CPU</li> </ul>	<ul style="list-style-type: none"> <li>● Through questions and answer define the term CPU</li> <li>● Through brainstorming, list and illustrate the functional elements of CPU</li> </ul>	<ul style="list-style-type: none"> <li>● A working personal computer</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 40</li> <li>● Foundations of Computer studies by Pepelag 77</li> </ul>	
2	1		<p>CONTROL UNIT AND ARITHMETIC LOGIC UNIT</p>	<ul style="list-style-type: none"> <li>● Describe the control Unit and Arithmetic Logic Unit</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming, describe the Control Unit and Arithmetic Logic Unit</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 41-42</li> </ul>	
	2-3		<p>MAIN MEMORY</p>	<p>By the end of the lesson, the learner should be able</p>	<p>Learner to:</p>	<ul style="list-style-type: none"> <li>● Pictures from books</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary</li> </ul>	

				to <ul style="list-style-type: none"> <li>● Classify computer memories</li> <li>● List examples of primary memory and secondary memory</li> <li>● State characteristics of RAM and ROM</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer classify computer memories</li> <li>● Trough brainstorming list examples of primary memory and secondary memory</li> <li>● Through questions and answer state characteristics of RAM and ROM</li> </ul>	<ul style="list-style-type: none"> <li>● RAM module</li> </ul>	Revision, S.MburuG.Chem wapg 41-43	
3	1		SPECIAL PURPOSE MEMORIES	<ul style="list-style-type: none"> <li>● Define special purpose memory</li> <li>● List special purpose memories</li> <li>● Describe Cache memory and Buffers</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define special purpose memory and list special purpose memories</li> <li>● Through brainstorming describe Cache memory and Buffers</li> </ul>	<ul style="list-style-type: none"> <li>● Input/output devices</li> <li>● microprocessor</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 77</li> </ul>	
	2-3		SPECIAL PURPOSE MEMORIES	<ul style="list-style-type: none"> <li>● Define registers</li> <li>● List types of registers</li> <li>● Describe the listed types of registers</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define registers and list types of registers</li> <li>● In group of five, discuss the listed types of registers</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 44-45</li> </ul>	
4	1		MEMORY CAPACITY	By the end of the lesson, the learner should be able to	Learner to: <ul style="list-style-type: none"> <li>● Through questions</li> </ul>	<ul style="list-style-type: none"> <li>● RAM module</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by</li> </ul>	



				<ul style="list-style-type: none"> <li>● Define byte</li> <li>● Express memory quantities</li> <li>● Calculate memory quantities</li> </ul>	<p>and answer define byte</p> <ul style="list-style-type: none"> <li>● Through teachers demonstration, express memory quantities and calculate memory quantities</li> </ul>		Pepelapg 79-80	
	2-3		OVERALL FUNCTIONAL ORGANIZATION OF THE CPU	<ul style="list-style-type: none"> <li>● Define computer bus</li> <li>● List types of computer buses</li> <li>● Describe the listed computer buses</li> <li>● Give an illustration of the overall functional organization of the CPU</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming, define computer bus</li> <li>● In group of five, discuss the listed types of computer buses</li> <li>● Through group discussion, illustrate the overall functional organization of the CPU</li> </ul>	<ul style="list-style-type: none"> <li>● Schematic diagram from the book</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 48</li> </ul>	
5	1		TYPES OF PROCESSORS	<ul style="list-style-type: none"> <li>● Classify processors</li> <li>● Discuss the listed processor classifications</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer Classify processors</li> <li>● Through group discussion, discuss the listed processor classification</li> </ul>	<ul style="list-style-type: none"> <li>● Photograph</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 48</li> </ul>	
	2-3		TRENDS IN PROCESSORS TECHNOLOGY AND	<ul style="list-style-type: none"> <li>● List processors Type Manufactures</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer, list processors Type,</li> </ul>	<ul style="list-style-type: none"> <li>● Photograph</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn</li> </ul>	

			SPEED	Year and speed	manufactures, year and speed		Secondary. S.Mburu, G. Chemwa page 44-47	
6	1		OUTPUT DEVICES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define output device</li> <li>● Classify output devices</li> <li>● List softcopy output devices</li> <li>● Describe monitor as a soft copy output device</li> </ul>	<p>Learner to:</p> <p>(a) Through question and answer define output device and classify output devices</p> <p>(b) Through group discussion, discuss the listed softcopy output devices</p>	<ul style="list-style-type: none"> <li>● CRT,LCD, TFT monitors</li> <li>● Speakers</li> <li>● LED</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 51-60</li> <li>● Foundations of Computer studies by Pepelapg 80</li> </ul>	
	2-3		MONITOR DISPLAY TERMINOLOGIES AND VIDEO GRAPHIC ADAPTERS	<ul style="list-style-type: none"> <li>● Define the terminologies used in monitor</li> <li>● List and describe the video graphic adapters</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer define terminologies</li> <li>● Through group discussion, describe the listed video graphic adapters</li> </ul>	<ul style="list-style-type: none"> <li>● Photograph from books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 49-52</li> </ul>	
7	1		HARDCOPY OUTPUT DEVICES	<ul style="list-style-type: none"> <li>● Describe hard copy output devices</li> </ul>	<ul style="list-style-type: none"> <li>● Through group discussion, describe hard copy output devices</li> </ul>	<ul style="list-style-type: none"> <li>● Printers</li> <li>● Pictures from magazines</li> <li>● Newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 81</li> </ul>	

	2-3		HARD COPY OUTPUT DEVICES	<ul style="list-style-type: none"> <li>List factors to consider when purchasing a printer</li> </ul>	<ul style="list-style-type: none"> <li>Through question and answer list factors to consider when purchasing a printer</li> </ul>	<ul style="list-style-type: none"> <li>Printers</li> <li>Pictures from magazines</li> <li>Newspapers</li> </ul>	<ul style="list-style-type: none"> <li>Longhorn Secondary. S.Mburu, G. Chemwa page 53</li> </ul>	
8	1		SECONDARY STORAGE DEVICES AND MEDIA	<ul style="list-style-type: none"> <li>List secondary storage media</li> <li>Describe removable storage device</li> </ul>	<ul style="list-style-type: none"> <li>Through question and answer list secondary storage media</li> <li>Through group discussion, describe removable storage device</li> </ul>	<ul style="list-style-type: none"> <li>Flash disc</li> <li>Floppy</li> <li>Diskettes</li> <li>Memory sticks</li> <li>Compact disk</li> <li>Hard disk</li> </ul>	<ul style="list-style-type: none"> <li>Gateway Secondary Revision, S.MburuG.Chem wapg 61-69</li> </ul>	
	2-3		SECONDARY STORAGE DEVICES AND MEDIA	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>Discuss fixed storage device</li> </ul>	<ul style="list-style-type: none"> <li>Through brainstorming, discuss fixed storage device</li> </ul>	<ul style="list-style-type: none"> <li>Flash disc</li> <li>Floppy</li> <li>Diskettes</li> <li>Memory sticks</li> <li>Compact disk</li> <li>Hard disk</li> </ul>	<ul style="list-style-type: none"> <li>Foundations of Computer studies by Pepelapg 101</li> </ul>	
9	1		POWER SUPPLY AND PERIPHERAL DEVICE INTERFACING	<ul style="list-style-type: none"> <li>Distinguish between power and interface cables</li> <li>Describe power cables</li> </ul>	<ul style="list-style-type: none"> <li>Through question and answer, distinguish between and interface cables</li> </ul>	<ul style="list-style-type: none"> <li>Computer power cables</li> <li>Interface cables</li> </ul>	<ul style="list-style-type: none"> <li>Longhorn Secondary. S.Mburu, G. Chemwa page 65-67</li> </ul>	
	2-3		POWER SUPPLY AND PERIPHERAL DEVICE	<ul style="list-style-type: none"> <li>Describe interfacing cables</li> </ul>	<ul style="list-style-type: none"> <li>Through discussion, describe interfacing cables</li> </ul>	<ul style="list-style-type: none"> <li>Computer power cables</li> </ul>	<ul style="list-style-type: none"> <li>Longhorn Secondary. S.Mburu, G.</li> </ul>	

			INTERFACING			<ul style="list-style-type: none"> <li>● Interface cables</li> </ul>	Chemwa page 65-67	
10	1		BASIC COMPUTER SET-UP AND CABLING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain basic computer setup and cabling</li> </ul>	<ul style="list-style-type: none"> <li>● Through teachers demonstration, explain basic computer setup and cabling</li> </ul>	<ul style="list-style-type: none"> <li>● Computer power cables</li> <li>● Interface cables</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 101</li> </ul>	
	2-3		""	<ul style="list-style-type: none"> <li>● Mount hard drives and optical drives</li> </ul>	<ul style="list-style-type: none"> <li>● Through teachers demonstration, mount hard drives and optical drives</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 101</li> </ul>	
11	1		COMPUTER SOFTWARE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Distinguish between system software and application software</li> </ul>	<ul style="list-style-type: none"> <li>● Through question and answer, distinguish between system software and application software</li> </ul>	<ul style="list-style-type: none"> <li>● Computer software's</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 73-76</li> </ul>	
	2-3		COMPUTER SOFTWARE	<ul style="list-style-type: none"> <li>● Classify software according to purpose</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming, classify software according to purpose</li> </ul>	<ul style="list-style-type: none"> <li>● Computer software's</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 143-144</li> </ul>	

12	1		COMPUTER SOFTWARE	<ul style="list-style-type: none"> <li>● Classify software according to acquisition</li> </ul>	Through brainstorming, classify software according to acquisition	<ul style="list-style-type: none"> <li>● Computer software's</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 143-144</li> </ul>		
	2-3		COMPUTER SOFTWARE	<ul style="list-style-type: none"> <li>● Classify software according to end user- License</li> <li>● Evaluate criteria for selecting computer system</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming, classify software according to user-License</li> <li>● Through question and answer, Evaluate criteria for selecting computer system</li> </ul>	<ul style="list-style-type: none"> <li>● Computer software's</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 143-144</li> </ul>		
13	END TERM EXAM AND REVISION								

**COMPUTER FORM 1 SCHEMES OF WORK – TERM 3**

**OPERATING SYSTEM (OS)**

<b>WE EK</b>	<b>LES SON</b>	<b>TOPIC</b>	<b>SUB - TOPIC</b>	<b>OBJECTIVES</b>	<b>LEARNING/TEACHING ACTIVITIES</b>	<b>LEARNING/TEACHING RESOURCES</b>	<b>REFERENCES</b>	<b>REMARKS</b>
1	1		DEFINITION OF AN OPERATING SYSTEM	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Illustrate an operating system as a supervisor of hardware and application software</li> </ul>	<p>Learner to</p> <ul style="list-style-type: none"> <li>● Identify operating system used by the computer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 82</li> <li>● Foundations of Computer studies by Pepelapg 155</li> </ul>	
	2-3			<ul style="list-style-type: none"> <li>● Identify parts of operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming describe parts of the operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 82</li> <li>● Foundations of Computer studies by Pepelapg 155</li> </ul>	
2	1		FUNCTION OF AN OPERATING SYSTEM	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● List devices under the operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Through questions and answers, list devices under control of operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Flash Cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 83-85</li> </ul>	

	2-3		DEVICES UNDER THE OPERATING SYSTEM CONTROL	<ul style="list-style-type: none"> <li>● State functions of an operating system in resource management</li> </ul>	<ul style="list-style-type: none"> <li>● Through brainstorming, state functions of operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Operating system</li> <li>● software</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision, S.MburuG.Chem wapg 87</li> </ul>	
3	1		TYPES OF OPERATING SYSTEM	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● List types of operating system</li> </ul>	<p>Learner to</p> <p>(a) List and describe types of operating system</p>	<ul style="list-style-type: none"> <li>● PC's loaded with different operating systems, pupils book part 3,4</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 83-85</li> </ul>	
	2-3			<p>Describe:</p> <ul style="list-style-type: none"> <li>● Single program and multitasking operating system</li> </ul>	<p>(a) Draw a summary diagram of various operating system types</p>	<ul style="list-style-type: none"> <li>● PC's loaded with different operating systems, pupils book part 3,4</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 170</li> </ul>	
4	1			<ul style="list-style-type: none"> <li>● Multi- user and single user operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Draw a summary diagram of various operating system types</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> </ul>	<ul style="list-style-type: none"> <li>● Foundations of Computer studies by Pepelapg 170</li> </ul>	
	2-3			<ul style="list-style-type: none"> <li>● Command line, menu driven and graphical user</li> </ul>	<ul style="list-style-type: none"> <li>● Draw a summary diagram of various operating system</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> </ul>	<ul style="list-style-type: none"> <li>● Gateway Secondary Revision,</li> </ul>	

				interface operating system	types		S.MburuG.Chem wapg 90-91	
5	1		HOW OPERATING SYSTEM ORGANIZE INFORMATION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● State and explain factors that dictate file organization</li> </ul>	<ul style="list-style-type: none"> <li>● Identify features on windows desktop</li> </ul>	<ul style="list-style-type: none"> <li>● PC loaded with any version of windows</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 89-94</li> </ul>	
	2-3			<ul style="list-style-type: none"> <li>● Describe files, folders and drives</li> <li>● Start Microsoft windows</li> </ul>	<ul style="list-style-type: none"> <li>● Identify features on windows desktop</li> </ul>	<ul style="list-style-type: none"> <li>● PC loaded with any version of windows</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 89-94</li> </ul>	
6	1		MANAGING FILE AND FOLDERS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Distinguish between folder and directory</li> <li>● Draw directory (folder) tree</li> </ul>	Learner to <ul style="list-style-type: none"> <li>● Create folder in both Graphical user interface and MS- DOS</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 95-97</li> </ul>	
	2-3		MANAGING FILE AND FOLDERS	<ul style="list-style-type: none"> <li>● Create ne files and folders</li> <li>● Identify parts of an application window</li> </ul>		<ul style="list-style-type: none"> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 95-97</li> </ul>	



7	1			<ul style="list-style-type: none"> <li>● Save changes to a file</li> <li>● Rename files or folders</li> <li>● Copy, move, sort files and folders</li> </ul>	Learner to <ul style="list-style-type: none"> <li>● Save changes to a file, rename files and folders</li> </ul>	<ul style="list-style-type: none"> <li>● Personal computer loaded with any version of windows</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 95-97</li> </ul>	
	2-3			<ul style="list-style-type: none"> <li>● Manipulate files and folders using Short cut menu, drag and drop</li> <li>● Selecting multiple files and folders</li> <li>● Searching for files and folders</li> </ul>	<ul style="list-style-type: none"> <li>● In group of two, manipulate files and folders using Shortcut menu, drag and drop</li> <li>● Selecting multiple files and folders</li> <li>● Searching for files and folders</li> </ul>	<ul style="list-style-type: none"> <li>● Personal computer loaded with any version of windows</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 90</li> </ul>	
8	1		DISK MANAGEMENT USING WINDOWS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Format disk</li> <li>● Back-up data</li> </ul>	Learner to: <ul style="list-style-type: none"> <li>● In group of three</li> <li>● Format disk</li> <li>● Back-up data</li> </ul>	<ul style="list-style-type: none"> <li>● Personal computer loaded with any version of windows</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 106-113</li> </ul>	
	2-3			<ul style="list-style-type: none"> <li>● scan problems related to disk</li> <li>● defragment a disk</li> </ul>	In group of three <ul style="list-style-type: none"> <li>● use scan disk to detect disk errors</li> <li>● defragment a disk</li> </ul>	<ul style="list-style-type: none"> <li>● floppy diskette</li> <li>● flash disk</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 106-113</li> </ul>	
9	1			<ul style="list-style-type: none"> <li>● Compress files within a disk</li> </ul>	In a group of three		<ul style="list-style-type: none"> <li>● Longhorn Secondary.</li> </ul>	

				<ul style="list-style-type: none"> <li>● Scan a disk for virus</li> </ul>	<ul style="list-style-type: none"> <li>● Compress a disk</li> </ul>	<ul style="list-style-type: none"> <li>● floppy diskette</li> <li>● flash disk</li> </ul>	S.Mburu, G. Chemwa page 106-113	
2-3				<ul style="list-style-type: none"> <li>● Create/restore back-up data</li> <li>● Create startup disk</li> <li>● Partition a disk</li> </ul>	<p>In group of three</p> <ul style="list-style-type: none"> <li>● Partition a disk</li> </ul>	<ul style="list-style-type: none"> <li>● Un partition</li> <li>● Hard disk</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 106-113</li> </ul>	

**COMPUTER FORM 2 SCHEMES OF WORK – TERM 1**

**APPLICATION PACKAGES (WORD PROCESSORS)**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
1		Reporting from home and settling for first term work						
2	1		SPREAD SHEETS (SPREADSHEETS)	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term spreadsheets</li> <li>● Explain the application areas of spreadsheet</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Call register</li> <li>● Accounts book</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 52-53</li> </ul>	

	2-3		CREATING A WORKSHEET	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term worksheet</li> <li>● Create a worksheet</li> <li>● Save/retrieve a worksheet</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Class register</li> <li>● Accounts book</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 57-65</li> </ul>	
3	1		CELL DATA TYPES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term cell data type</li> <li>● Explain the different data types</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 66</li> </ul>	
	2-3		CELL REFERENCING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term cell referencing</li> <li>● Explain the different cell referencing</li> <li>● Apply cell referencing on a computer</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 66-69</li> </ul>	
4	1		FUNCTIONS AND	<p>By the end of the lesson, the learner should be able</p>	<ul style="list-style-type: none"> <li>● Q/A demonstration</li> </ul>	<ul style="list-style-type: none"> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer</li> </ul>	

			FORMULAE	to <ul style="list-style-type: none"> <li>● Differentiate between functions and formulae</li> <li>● Apply functions and formulae on a document</li> </ul>	Practical	<ul style="list-style-type: none"> <li>● Books</li> </ul>	studies Secondary. S.Mburu, G. Chemwa page 70-73	
	2-3		WORKSHEET FORMATTING	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Format a worksheet: text, numbers, rows, columns and global</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 74-79</li> </ul>	
5	1		DATA MANAGEMENT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Explain the terms, Sort, filter, total forms</li> <li>● Apply the above features</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 73-75</li> </ul>	
	2-3		CHARTS/GRAPHICS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the terms chart</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page</li> </ul>	

				<ul style="list-style-type: none"> <li>● Explain the different charts</li> <li>● Insert charts</li> </ul>			77-79	
6	1-3		USING A WORD PROCESSING PACKAGE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Start a Microsoft word</li> <li>● Explain the Microsoft screen layout</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working personal computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 5-10</li> </ul>	
7	1		RUNNING THE PROGRAMME	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Save and retrieve</li> <li>● Close and exit</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Secondary. S.Mburu, G. Chemwa page 13-17</li> </ul>	
	2-3		EDITING AND FORMATTING A DOCUMENT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Select a document</li> <li>● Move, copy and delete</li> <li>● Insert and type over</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 16-19</li> </ul>	
7-8	<b>MIDTERM EXAMS AND BREAK</b>							

9	1		FIND AND REPLACE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term find and replace</li> <li>● Find and replace a documents</li> <li>● Use thesaurus</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Card working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 16-24</li> </ul>	
	2-3		TEXT FORMATTING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Bold, italicize, underline, change fonts</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Cards</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 22-23</li> </ul>	
10	1		PARAGRAPH FORMATTING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Drop cap, sub and superscript</li> <li>● Align and indent text</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Cards</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 22-23</li> </ul>	
	2-3		PARAGRAPH FORMATTING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Space and section break</li> <li>● Bullet and number</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Newspapers</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 22-23</li> </ul>	

				<ul style="list-style-type: none"> <li>● Insert columns/page headers and footers</li> </ul>				
11	1		SET-UP	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Set up margins</li> <li>● Set paper size and orientation</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 33-35</li> </ul>	
	2-3		SET-UP	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term table</li> <li>● Create tables</li> <li>● Insert rows and columns</li> <li>● Merge/split rows</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Working computer</li> <li>● books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 37-39</li> </ul>	
12	1		TABLE CONVERSION/ ARITHMETIC CALCULATIONS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● convert text to a table and vice versa</li> <li>● import tables/perform calculations</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Working computer</li> <li>● Chalk board</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 40-41</li> </ul>	

	2-3		MAIL MERGE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term mail merge</li> <li>● Create: main document and data source</li> <li>● Merge fields</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Card</li> <li>● Working computer</li> <li>● Chalk board</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 44-46</li> </ul>	
13	1		GRAPHICS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term graphic</li> <li>● Insert/edit graphics</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Clip art</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 44-49</li> </ul>	
	2-3		PRINTING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term printing</li> <li>● Set up the printer and print</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 44</li> </ul>	
14	END TERM EXAMS/SCHOOLS CLOSE							



**COMPUTER FORM 2 SCHEMES OF WORK – TERM 2**

**DATABASES**

<b>WE EK</b>	<b>LES SON</b>	<b>TOPIC</b>	<b>SUB - TOPIC</b>	<b>OBJECTIVES</b>	<b>LEARNING/TEACHING ACTIVITIES</b>	<b>LEARNING/TEACHING RESOURCES</b>	<b>REFERENCES</b>	<b>REMARKS</b>
<b>1</b>		Reporting from home and settling for the second term work						
<b>2</b>	<b>1</b>		<b>DATABASE</b>	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the database</li> <li>● Explain the concept of D/base</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Class list</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 93-94</li> </ul>	
	<b>2-3</b>		<b>DATABASE MODELS</b>	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the term d/base model</li> <li>● Explain the difference d/base models</li> <li>● Discuss the features of a database</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 96-98</li> </ul>	

3	1		DATA ORGANIZATION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Organize data in a database</li> <li>● Start Ms Access</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 97-100</li> </ul>	
	2-3		MS ACCESS SCREEN LAYOUT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Explain the access screen layout</li> <li>● Create a database</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Cards</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 100-104</li> </ul>	
4	1		EDITING A D/BASE	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Edict a data base</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Cart</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 108-109</li> </ul>	
	2-3		QUERIES	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the term query</li> <li>● Crate a query</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Card</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 116-117</li> </ul>	

5	1		UPDATING A QUERY	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Update a query</li> <li>● View a query</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 120-122</li> </ul>	
	2-3		FORM DESIGN	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Explain the form layout</li> <li>● Create a form</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Newspaper</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 110-113</li> </ul>	
6	1		FORMATTING FIELDS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Display records in a form</li> <li>● Format fields</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 113</li> </ul>	
	2-3		REPORTS LAYOUT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define a report</li> <li>● Create a report</li> <li>● Modify a report</li> </ul>	Q/A Demonstration Practical	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 125-129</li> </ul>	

7	1		REPORTS LAYOUT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Sort and group data in a report</li> <li>● Design labels</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Forms</li> <li>● Report</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 40-41</li> </ul>	
	2-3		PRINTING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term printing</li> <li>● Print: form and a report</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Forms</li> <li>● Report</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 112</li> </ul>	
<b>DESKTOP PUBLISHING</b>								
8	1		DESKTOP PUBLISHING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define DTP S/W</li> <li>● State then purpose of DTSP/W</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Clip art</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 132-134</li> </ul>	
	2-3		DESIGNING A	<p>By the end of the lesson, the learner should be able</p>	<ul style="list-style-type: none"> <li>● Q/A Observation</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer</li> </ul>	

			PUBLICATION	to <ul style="list-style-type: none"> <li>● Explain the DTP S/W</li> <li>● Discuss the types of DTP publications</li> </ul>	Practical	<ul style="list-style-type: none"> <li>● Working computer</li> </ul>	studies Secondary. S.Mburu, G. Chemwa page 133-134	
9	1		DESIGNING A PUBLICATION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Run the DTP program</li> <li>● Explain the DTP screen layout</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Cards, certificates, text, calendars, text books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 134-136</li> </ul>	
	2-3		DESIGNING A PUBLICATION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Set up a publication</li> <li>● Manipulate text and graphics</li> </ul>	Q/A demonstration practical	<ul style="list-style-type: none"> <li>● Cards, certificates, text calendars, textbooks</li> <li>● Working Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 139-143</li> </ul>	
10	1		TEXT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Design page layout</li> <li>● Use a ruler to measure</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Calendars, textbooks</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 158</li> </ul>	

	2-3		GRAPHICS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term graphics</li> <li>● Change full stroke</li> <li>● Reshape objects</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 150</li> </ul>	
11	1		GRAPHICS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Copy an object</li> <li>● Import and wrap text</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 161-162</li> </ul>	
	2&3		GRAPHICS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Group objects</li> <li>● Lock objects</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 164-168</li> </ul>	
12/13	1		ROTATE/CROP	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the terms, sort, filter, total, forms</li> <li>● Apply the above</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page</li> </ul>	

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**THE SCHOOL CLOSSES/END OF TERM EXAMS**

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**COMPUTER FORM 2 SCHEMES OF WORK – TERM 3**

**INTERNET AND E-MAIL**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
1	Reporting from home and settling for the first term work							
2	1		INTERNET AND E-MAIL	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the term internet</li> <li>● Explain the development of internet</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> <li>● Demonstration</li> <li>● observation</li> </ul>	<ul style="list-style-type: none"> <li>● internet</li> <li>● Text book</li> <li>● Working Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 168-169</li> </ul>	

	2-3		IMPORTANCE OF THE INTERNET	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the importance of the internet</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 266-275</li> </ul>	
3	1		INTERNET CONNECTIVITY	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the internet connectivity</li> <li>● Explain elements of IC</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Modem S/W</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 273-276</li> </ul>	
	2-3		INTERNET SERVICES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the internet services</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Cards</li> <li>● Books</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 273-276</li> </ul>	
	1		ACCESSING INTERNET	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Log in/Sign in</li> <li>● Surf/browse</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Web pages</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G.</li> </ul>	



							Chemwa page 279	
4	2-3		HYPER LINKS AND SEARCH ENGINES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term search engine</li> <li>● Use search engines</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Card</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 177-179</li> </ul>	
5	1		ELECTRONIC MAIL	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the term e-mail</li> <li>● Discuss the use of email s/w</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 178-180</li> </ul>	
	2-3		E-MAIL	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● State the e-mail facilities</li> <li>● Compose mails</li> <li>● Check mails</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Web pages</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 30-37</li> </ul>	
6	1		E-MAIL	<p>By the end of the lesson, the learner should be able</p>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies</li> </ul>	

				to		<ul style="list-style-type: none"> <li>● Web pages</li> <li>● Working computer</li> </ul>	Secondary. S.Mburu, G. Chemwa page 180	
	2-3		SET-UP	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Manipulate an e-mail</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Websites</li> <li>● Web pages</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 181-182</li> </ul>	
7	1		TEL MESSAGING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the term tel messaging</li> <li>● Develop contact mgt</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Web pages</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 181-182</li> </ul>	
	2-3		EMERGING ISSUES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the emerging issues</li> <li>● Search for the emerging issues in the net</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Websites</li> <li>● Web pages</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 182-183</li> </ul>	
8	1		GRAPHICS	<p>By the end of the lesson,</p>	<ul style="list-style-type: none"> <li>● Q/A Demonstration</li> </ul>	<ul style="list-style-type: none"> <li>● Web sites</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn</li> </ul>	

				<p>the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term graphic</li> <li>● Insert/edit graphics</li> </ul>	<p>practical</p>	<ul style="list-style-type: none"> <li>● Web pages</li> <li>● Working computer</li> </ul>	<p>Computer studies Secondary. S.Mburu, G. Chemwa page 44-49</p>	
	2-3		G. DATA SECURITY AND CONTROLS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term data security</li> <li>● Identify security threats on ICT</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 185-186</li> </ul>	
9	1		CONTROL MEASURES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss the control measures on ICT</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 186-188</li> </ul>	
	2-3		COMPUTER CRIMES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term computer crimes</li> <li>● Explain the computer crimes</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Internet</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 188-190</li> </ul>	
				<p>By the end of the lesson,</p>				

10	1		ICT PROTECTION	<p>the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss ICT protection measures</li> </ul>	Q/A Demonstration practical	<ul style="list-style-type: none"> <li>● Books</li> <li>● Internet</li> <li>● Handouts</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Secondary. S.Mburu, G. Chemwa page 190-193</li> </ul>	
	2-3		LAWS OF ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the terms ethics</li> <li>● Explain the ethical issues</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Internet</li> <li>● Handouts</li> <li>● Books</li> <li>● Working computer</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by S.JohnOnunga page 327-328</li> </ul>	

**End of year exams and Holiday**

11

**COMPUTER FORM 3 SCHEMES OF WORK – TERM 1**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
1	1	Data Representation in a computer	DEFINITION & INTRODUCTION	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define data</li> <li>● Define information</li> <li>● Classify computers according to functionality with illustration</li> </ul>	<ul style="list-style-type: none"> <li>● Questions and answers</li> <li>● Discussions in groups</li> <li>● brainstorming</li> </ul>	<ul style="list-style-type: none"> <li>● computer keyboard</li> <li>● electronic circuits</li> <li>● Charts</li> <li>● Photographs</li> <li>● Pictures from books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 1-3</li> <li>● Computer studies by Onunga and Shah page 1</li> </ul>	
	2		DATA REPRESENTATION	<p>By the end of the lesson, the learner should be able</p>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Exercises by the</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Floppy diskettes</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3</li> </ul>	

				to <ul style="list-style-type: none"> <li>● Represent data in digital computers <ol style="list-style-type: none"> <li>On electronic circuits</li> <li>On magnetic media</li> <li>Optical media</li> </ol> </li> </ul>	teacher	<ul style="list-style-type: none"> <li>● Compact disk</li> <li>● Electronic circuit</li> </ul>	page 23 <ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 1</li> </ul>	
	3-4	Data Representation	DATA REPRESENTATION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Give reasons why binary system is used in computers</li> <li>● Define bits, bytes, nibble and word</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 24</li> <li>● Computer studies by Onunga and Shah page 1</li> </ul>	
2	1	Data Representation	NUMBER SYSTEMS	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define decimal number</li> <li>● Represent data in decimal number system</li> <li>● Represent data in actual number system</li> </ul>	<ul style="list-style-type: none"> <li>● Group discussions</li> <li>● Exercises given and marked by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Simple calculations</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 25</li> <li>● Computer studies by Onunga and Shah page 6</li> </ul>	
	2		NUMBER SYSTEM	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Group discussions</li> <li>● Questions and</li> </ul>	<ul style="list-style-type: none"> <li>● charts</li> <li>● simple</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer</li> </ul>	

				to	<ul style="list-style-type: none"> <li>● Represent data in actual number system</li> <li>● Represent data in Hexadecimal number system</li> </ul>	<ul style="list-style-type: none"> <li>● answering exercises</li> </ul>	<ul style="list-style-type: none"> <li>● calculations</li> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 7-8</li> </ul>	
	<b>3/4</b>	<b>QUIZ AND PROBLEM SOLVING</b>							
		<b>Teacher administers small assignment and revises for better retention</b>							
<b>3</b>	<b>1</b>	Data representation	FURTHER CONVERSION OF NUMBER SYSTEMS	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Questions and answers</li> <li>● Discussions in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Simple calculations</li> <li>● Questions papers</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 8</li> </ul>		
	<b>2</b>	“	“	By the end of the lesson,, the learner should be able to	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Questions and answers</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Simple calculations</li> <li>● Questions papers</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page</li> </ul>		
		<b>PROBLEM SOLVING AND QUIZ</b>							

	<b>3-4</b>	<b>Teacher administers questions and answer session for better retention</b>						
<b>4</b>	<b>1</b>	DATA REPRESENTATION	Converting octal numbers to decimal and binary numbers	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Convert octal numbers to decimal numbers</li> <li>● Convert octal numbers to binary numbers</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 12</li> </ul>	
	<b>2</b>	DATA REPRESENTATIONS	Converting hexadecimal numbers to binary number	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Convert hexadecimal to decimal numbers</li> <li>● Convert hexadecimal numbers to binary numbers</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Simple calculations</li> <li>● Computers</li> <li>● Scientific calculators</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 13-15</li> </ul>	
<b>3-4</b>	<b>QUIZ AND PROBLEM SOLVING</b>							
	<b>Can be inform of a question/answer session for retention</b>							
<b>5</b>	<b>1</b>	DATA REPRESENTATIONS	Symbolic Representation using coding schemes	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Explain the binary coded decimal code as a representation</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Scientific Calculators</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and</li> </ul>	



				<p>Scheme (BCD)</p> <ul style="list-style-type: none"> <li>● Explain the extended Binary coded decimal interchange code (EBCDIC)</li> </ul>			Shah page 22-27		
	2	DATA REPRESENTATION	Symbolic Representation using coding schemes	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the American standard code for information interchange code (ASCII) as a representation scheme</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Scientific and simple calculator</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 22-27</li> </ul>		
	3-4	<p><b>QUIZ FOR TETENTION</b></p> <p><b>Administer a small exam</b></p>							
6	1		BINARY ARITHMETIC OPERATIONS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Represent signed binary numbers using prefixing an extra sign bit to a binary number and ones complement</li> </ul>	<ul style="list-style-type: none"> <li>● Teacher demonstrates</li> <li>● Group discussions</li> <li>● Questions and answering</li> </ul>	<ul style="list-style-type: none"> <li>● Simple calculators</li> <li>● PDA's</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 27</li> <li>● Computer studies by Onunga and Shah page 27</li> </ul>		
				By the end of the lesson,	<ul style="list-style-type: none"> <li>● Teachers</li> </ul>		<ul style="list-style-type: none"> <li>● Longhorn</li> </ul>		

	2		BINARY ARITHMETIC OPERATIONS	<p>the learner should be able to</p> <ul style="list-style-type: none"> <li>● Represent signed binary numbers using two's complement</li> </ul>	<p>demonstrates</p> <ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Group discussions</li> </ul>	“	<p>Computer studies Bk 3 page 27</p> <ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 27</li> </ul>	
	3-4		BINARY ADDITION	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Perform seven possible binary additions</li> <li>● Outline the procedure for binary additions</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration by the teacher</li> <li>● Teacher gives and marks questions</li> <li>● Group discussions</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 27</li> <li>● Computer studies by Onunga and Shah page 27</li> </ul>	
7	1		BINARY ARITHMETIC OPERATIONS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Perform direct subtraction</li> <li>● Perform subtraction using ones complement</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Demonstration by teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● calculator</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and Shah page 28</li> </ul>	
	2		BINARY ARITHMETIC OPERATIONS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Perform subtraction using twos complement</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Demonstration by teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● calculator</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 26</li> <li>● Computer studies by Onunga and</li> </ul>	

	3-4	<b>QUIZ AND PROBLEM SOLVING</b>							
		<b>Teacher evaluates by giving questions to ascertain whether objectives are achieved</b>							
8	1	Data Processing	DEFINITION AND INTRODUCTION	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define data information and data processing</li> <li>● Describe the data processing cycle</li> <li>● Give methods of data collection</li> </ul>	<ul style="list-style-type: none"> <li>● Group discussions</li> <li>● Question and answering</li> <li>● brainstorming</li> </ul>	<ul style="list-style-type: none"> <li>● charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 32</li> <li>● Computer studies by Onunga and Shah page 32-35</li> </ul>		
	2	Data Processing	DATA PROCESSING CYCLE	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● List stages for data processing</li> <li>● Describe the listed data processing cycle stage</li> </ul>	<ul style="list-style-type: none"> <li>● Group discussions</li> <li>● Question and answering</li> <li>● Brainstorming</li> </ul>	<ul style="list-style-type: none"> <li>● charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 32</li> <li>● Computer studies by Onunga and Shah page 32-35</li> </ul>		
	3-4	Data Processing	DATA PROCESSING CYCLE	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Give the errors that influence the accuracy of data and information</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Question and answer</li> <li>● Assignments marked by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● Charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 35</li> <li>● Computer studies by</li> </ul>		

				<p>output</p> <ul style="list-style-type: none"> <li>● Explain the errors in data processing</li> </ul>			Onunga and Shah page 33	
9	1	Data processing	DATA INTEGRITY	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define data integrity</li> <li>● Give the measurements of data integrity</li> <li>● Accuracy</li> <li>● Timelines</li> <li>● Relevance</li> <li>● Describe the listed data integrity measurements</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Illustrations by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● Simple information system</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 41</li> </ul>	
	2	Data processing	DATA PROCESSING METHODS	<p>By the end of this lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● State the ways of minimizing threat to data integrity</li> <li>● List and describe the methods of data processing</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Illustrations by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● Simple information system</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 41</li> </ul>	
	3-4	Data processing	COMPUTER FILES	<p>By the end of the lesson, the learner should be able to</p>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Illustrations by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and</li> </ul>	

				<ul style="list-style-type: none"> <li>● Define a computer file</li> <li>● Give the types of computer files</li> <li>● State the advantages of computerized filing</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> </ul>		Shah page 49	
10	1	Data processing	ELEMENTS OF COMPUTER FILE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● List the elements of a computer file</li> <li>● Describe the listed elements of a computer file</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Question and answer</li> <li>● demonstration</li> </ul>	<ul style="list-style-type: none"> <li>● database</li> <li>● chart with relation database</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 40</li> </ul>	
	2	Data processing	CLASSIFICATION OF COMPUTER FILES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Classify computer files</li> <li>● Differentiate between logical and physical computer files</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Floppy diskette</li> <li>● Compact disc</li> <li>● Computer video tape</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies Bk 3 page 41</li> <li>● Computer studies by Onunga and Shah page 50</li> </ul>	
	3-4	Data processing	COMPUTER PROCESSING FILES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Give the types of processing files</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Illustration by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3</li> </ul>	

				<ul style="list-style-type: none"> <li>● Describe the listed types of processing files</li> <li>● Master files</li> <li>● Transaction file</li> <li>● Reference files</li> <li>● Backup files</li> <li>● Sort files</li> </ul>			page 41	
11	1	Data processing	FILE ORGANIZATION METHODS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define file organization</li> <li>● List the methods of organizing files on a storage media</li> <li>● Describe the listed methods of file organization</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Brainstorming</li> <li>● Discussions in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Floppy diskettes</li> <li>● Compact disk</li> <li>● Video tapes</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 42</li> <li>● Computer studies by Onunga and Shah page 55</li> </ul>	
	2	Data processing	ELECTRONIC DATA PROCESSING	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Give the data processing modes</li> <li>● Describe <ul style="list-style-type: none"> <li>(i) Online processing</li> <li>(ii) Real-time processing</li> <li>(iii) Distributed processing</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Question and answer</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 43-45</li> <li>● Computer studies by Onunga and Shah page 61</li> </ul>	

	3-4	Data processing	ELECTRONIC DATA PROCESSING MODES	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Describe             <ul style="list-style-type: none"> <li>(i) Time-sharing</li> <li>(ii) Batch processing</li> <li>(iii) Multi processing</li> <li>(iv) Multi-tasking</li> <li>(v) Interactive processing</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Question and answer</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 612-69</li> </ul>	
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	12 - 13	<b>END OF TERM EXAMS AND CLOSING OF SCHOOL</b>						
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**COMPUTER FORM 3 SCHEMES OF WORK – TERM 2**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
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1	1	ELEMENTARY PROGRAMMING PRINCIPLES	DEFINITION OF PROGRAMMING	<p>By the end of this lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define programming</li> <li>● List the terms used in programming</li> <li>● Describe the listed terms</li> <li>● Differentiate between source program and object program</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Discussion in groups</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Books</li> <li>● Journals</li> <li>● Software</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 47</li> <li>● Computer studies by Onunga and Shah page 72</li> </ul>	
	2	ELEMENTARY PROGRAMMING PRINCIPLES	LEVELS OF PROGRAMMING LANGUAGE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Classify the programming languages</li> <li>● Describe the low level programming language</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Q/A</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● Charts</li> <li>● books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 49-51</li> <li>● Computer studies by Onunga and Shah page 73</li> </ul>	
	3-4	ELEMENTARY PROGRAMMING PRINCIPLES	LEVELS OF PROGRAMMING LANGUAGE	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe the high level language</li> <li>● State the advantages and disadvantages of</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A</li> <li>● Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 59</li> <li>● Computer studies by Onunga and</li> </ul>	



				low-level and high level languages			Shah page 74-75	
2	1	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM DEVELOPMENT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● List the stages in program development</li> <li>● Describe <ul style="list-style-type: none"> <li>(i) program recognition</li> <li>(ii) program definition</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 60-66</li> </ul>	
	2	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM DEVELOPMENT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe <ul style="list-style-type: none"> <li>(i) Program design</li> <li>(ii) Program coding</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Illustrations by teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Computer software</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 83</li> </ul>	
	3-4	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM DEVELOPMENT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe <ul style="list-style-type: none"> <li>(i) program testing</li> <li>(ii) Program implementation and</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Illustrations by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Flash cards</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 85</li> </ul>	

				maintenance				
3	1	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM DOCUMENTATION	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term program documentation</li> <li>● State the forms of documentation</li> <li>● Describe the target groups for documentation</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Illustrations by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 67</li> </ul>	
	2	ELEMENTARY PROGRAMMING PRINCIPLES	DEVELOPMENT OF ALGORITHMS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define algorithm</li> <li>● List tools used in algorithm</li> <li>● Distinguish between pseudo code and flow charts</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Question and answer</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 68</li> </ul>	
	3-4	ELEMENTARY PROGRAMMING PRINCIPLES	DESIGNING MORE COMPLEX ALGORITHMS	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Give comparison between a pseudo code and a flow chart</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Demonstration by the teacher</li> <li>● Group discussions</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 68</li> </ul>	

				<ul style="list-style-type: none"> <li>● Design complex algorithms</li> </ul>				
4	1	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM CONTROL STRUCTURES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define program control structures</li> <li>● List three control structures</li> <li>● Describe sequence as a control structure</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 72-78</li> <li>● Computer studies by Onunga and Shah page 93</li> </ul>	
	2	ELEMENTARY PROGRAMMING PRINCIPLES	PROGRAM CONTROL STRUCTURES	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe the use of iteration (looping) as a control structure</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 94</li> </ul>	
	3-4	ELEMENTARY PROGRAMMING PRINCIPLES	Program control structures	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe selection as a control structure</li> <li>● Design a more complex algorithm</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Discussion in groups</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 94</li> </ul>	

5	1	PROBLEM SOLVING						
	2	SYSTEM DEVELOPMENT	Definition	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term system</li> <li>● Describe a system list</li> <li>● List the characteristics of a system</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Chalkboard</li> <li>● Journals</li> <li>● Computer</li> <li>● books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 91-95</li> <li>● Computer studies by Onunga and Shah page 168</li> </ul>	
	3-4	SYSTEM DEVELOPMENT	Information system	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe the listed characteristics of a system</li> <li>● Define information system</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> <li>● Chalkboard</li> <li>● Computer</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 170</li> </ul>	
6	1	SYSTEM DEVELOPMENT	Information system	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● State the main purpose of an information system</li> <li>● Give reasons why information system is developed</li> <li>● State the role of information system</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Illustrations by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 95</li> </ul>	

				analyst				
	2	SYSTEM DEVELOPMENT	Theories of system development	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Describe tradition approach</li> <li>● Describe rapid application development</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Chalk board</li> <li>● Flash cards</li> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 170</li> </ul>	
	3-4		Theories of system development	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Describe the structured approach</li> <li>● Give examples of ways of information of gathering</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Chalk board</li> <li>● Flash cards</li> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 97</li> </ul>	
7	1	SYSTEM DEVELOPMENT	Stages of system development	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● State and define all the stages of system development</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalk board</li> <li>● charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 97</li> </ul>	
	2	SYSTEM DEVELOPMENT	Stages of system development	By the end of the lesson, the learner should be able	<ul style="list-style-type: none"> <li>● Demonstration</li> </ul>	<ul style="list-style-type: none"> <li>● Chalk board</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer</li> </ul>	

		T		<p>to</p> <ul style="list-style-type: none"> <li>● Give the methods used in information gathering</li> <li>● Describe interviews studying of available documents as used in information gathering</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<p>studies by Mburu and ChemwaBk 3 page 100-104</p> <ul style="list-style-type: none"> <li>● Computer studies by Onunga and Shah page 175</li> </ul>	
	3-4	SYSTEM DEVELOPMENT	Stages of system development	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Prepare a questionnaire</li> <li>● Prepare and present a fact finding report</li> <li>● Describe how automated methods are used</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions in groups</li> <li>● Question and answer</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Sample questionnaire</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 104</li> </ul>	
8	1	SYSTEM DEVELOPMENT	Requirements specification	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe output specification</li> <li>● Describe input specification</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 105</li> </ul>	
				<p>By the end of the lesson,</p>	<ul style="list-style-type: none"> <li>● Discussions</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> </ul>		

		SYSTEM DEVELOPMENT	Requirements specification	<p>the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe file/data stores</li> <li>● Describe hardware and software requirements</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 109</li> </ul>	
		SYSTEM DEVELOPMENT	System design	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define system flowchart</li> <li>● Identify common flowchart symbols</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 109</li> </ul>	
9	1	SYSTEM DEVELOPMENT	Designing a system flowchart	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify guidelines fro designing system flowcharts</li> <li>● Write a system flowchart using a case study</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> <li>● Illustration by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 110</li> </ul>	
	2		Designing a system flowchart	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Write a simple book borrowing module flowchart</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 110</li> </ul>	

				<ul style="list-style-type: none"> <li>● Write cleaners information system flowchart</li> </ul>				
	3-4		Designing a system flowchart	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Write a sample library books management system flowchart</li> <li>● Use data flow diagrams</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● chart</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 110</li> </ul>	
10	1	SYSTEM DEVELOPMENT	System Construction	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term system construction</li> <li>● Identify number of technique that can be used to construct a designed system</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Discussion in groups</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Chalkboard</li> <li>● Information system (Cleaner)</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 110</li> </ul>	
	2		System Implementation	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define system implementation and file conversion</li> </ul>	<ul style="list-style-type: none"> <li>● Illustrations by the teacher</li> <li>● discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 116</li> </ul>	



				<ul style="list-style-type: none"> <li>● Describe factors considered during file conversion</li> </ul>				
	3-4		Change over strategies	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term changeover</li> <li>● List the system change over strategies</li> <li>● Describe three listed changeover strategies</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Flash card</li> <li>● Charts</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 116</li> </ul>	
11	1		System maintenance and revision	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define system maintenance</li> <li>● Define system review</li> <li>● Describe security control measures</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 116</li> </ul>	
	2		System documentation	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Write a report on case study</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Flash cards</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 117</li> </ul>	

	3-4		System documentation	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Develop a system using a case study</li> </ul>	<ul style="list-style-type: none"> <li>● Illustration by the teacher</li> <li>● Discussions</li> </ul>	<ul style="list-style-type: none"> <li>● A chart</li> <li>● Computer</li> <li>● Printer</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 117</li> </ul>		
12	1		System documentation	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify comprehensive system documentation details</li> <li>● Write a report on the case study</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 118-120</li> </ul>		
	2,3 & 4		<b>PRACTICALS</b>						

**END OF TERM EXAMINATION**

**COMPUTER FORM 3 SCHEMES OF WORK – TERM 3**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
1	1	PROGRAMMING WITH VISUAL AIDS	Definition	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term visual basic</li> <li>● Start up visual basic</li> <li>● Identify features of visual basic</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration by the teacher</li> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Computer</li> <li>● chart</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 122</li> </ul>	
	2	PROGRAMMING	Visual basic toolbox	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify parts of the visual basic tool box</li> <li>● Describe parts of the visual basic toolbox</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Photograph</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 123</li> </ul>	
	3-4		Saving a visual project	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Save a visual basic project</li> <li>● Open an existing</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration by the teacher</li> <li>● Question and answer</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 123</li> </ul>	

				visual basic project				
2	1		Visual basic fundamental concepts	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify the visual basic fundamental concepts</li> <li>● Describe the listed fundamental concepts</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Questions and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Charts</li> <li>● Computer</li> <li>● Simple calculators</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 136</li> </ul>	
	2		Mathematical operators	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify mathematical operators</li> <li>● Describe the listed mathematical operators</li> </ul>	<ul style="list-style-type: none"> <li>● Discussions</li> <li>● Question and answers</li> </ul>	<ul style="list-style-type: none"> <li>● Chalkboard</li> <li>● Charts</li> <li>● Computer</li> <li>● Simple calculators</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 137</li> </ul>	
	3-4		Numeric strings and values	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● convert a numeric string to a value</li> <li>● Convert a value to a string</li> </ul>	<ul style="list-style-type: none"> <li>● Illustrations by the teacher</li> <li>● Discussions</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 137</li> </ul>	
3	1		Project developments	<p>By the end of the lesson, the learner should be able</p>	<ul style="list-style-type: none"> <li>● Discussion in</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer</li> </ul>	

				to <ul style="list-style-type: none"> <li>● Create a program used to calculate the area of a rectangle</li> </ul>	<ul style="list-style-type: none"> <li>● Illustrations by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● studies by Mburu and ChemwaBk 3 page 145</li> </ul>	
	2		Project developments	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Write a program used to find roots of a quadratic expression</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Illustrations by the teacher</li> </ul>	<ul style="list-style-type: none"> <li>● Charts</li> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 147</li> </ul>	
	3-4		Case construct Looping construct	By the end of this lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Use case statement that can display the name of a weekday when its number is provided</li> <li>● Write a program using do-loop</li> <li>● Write a program using FOR-NEXT LOOP</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration by the teacher</li> <li>● Discussion</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Chalkboard</li> <li>● Computer</li> <li>● printer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 147</li> </ul>	
4	1		Working with graphical objects	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● chart</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and</li> </ul>	

				<ul style="list-style-type: none"> <li>● Insert a picture using picture box</li> <li>● Define module and procedure</li> <li>● Declare general subroutines</li> </ul>	<ul style="list-style-type: none"> <li>● discussion</li> </ul>		ChemwaBk 3 page 150	
2		Working with graphical objects	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Write a general subroutine that solves <math>y = x^n</math> given that the value of n are integers</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Question and answer</li> <li>● practical</li> </ul>	<ul style="list-style-type: none"> <li>● computer</li> <li>● printer</li> <li>● chart</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 151</li> </ul>		
3-4		Creating means and dialog boxes	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Create a dropdown menu</li> <li>● Create a message and dialog boxes</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Discussions</li> <li>● Question and answers</li> </ul>	<ul style="list-style-type: none"> <li>● computer</li> <li>● printer</li> <li>● chart</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 151</li> </ul>		
1		List boxes and control boxes	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define list box and combo box</li> <li>● Create a list box and a combo box</li> <li>● Create a project that loads a list of</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Demonstration</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Photograph</li> <li>● Computer</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 161</li> </ul>		

				items				
5	2		Visual basic data structures	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term arrays</li> <li>● Declare an array</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Demonstration</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Photograph</li> <li>● Computer</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 163</li> </ul>	
	3-4		Visual basic data structures	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Declare two dimensional arrays</li> <li>● Write array of records</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> <li>● Demonstration</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Photograph</li> <li>● Computer</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 161</li> </ul>	
6	1		Data files	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define a file</li> <li>● Identify types of files recognized by visual basic</li> <li>● Link visual basic to data base</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Practical</li> <li>● Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Computer</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 187-189</li> </ul>	
	2	INTRODUCTION TO DATA BASE DESIGN	Definition	<p>By the end of the lesson, the learner should be able to</p>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● Computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and</li> </ul>	

				<ul style="list-style-type: none"> <li>● Define database</li> <li>● Identify relationships in database</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● chalkboard</li> </ul>	ChemwaBk 3 page 187-189	
	3-4		Defining attributes	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define a foreign key</li> <li>● Distinguish between an entity and attributes</li> <li>● Create one to many relationships</li> </ul>	<ul style="list-style-type: none"> <li>● Question and answer</li> <li>● Practical</li> <li>● Demonstration</li> <li>● discussions</li> </ul>	<ul style="list-style-type: none"> <li>● computer</li> <li>● chart</li> <li>● chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 203-204</li> </ul>	
7	1		File table structure	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Create a table</li> <li>● Set primary key and foreign key</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Discussion</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Chart</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 217</li> </ul>	
	2		Enforcing Referential integrity	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Enforce referential integrity between tables</li> <li>● Normalize table</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Discussion</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Chart</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 217</li> </ul>	



	3-4		Forms and commands	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Create a form/ interface</li> <li>● Call for commands</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Demonstration</li> <li>● Practical</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Chart</li> <li>● Chalkboard</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 210</li> </ul>	
8	1		Creating reports	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe the tools used to automate database</li> <li>● Create a switchboard</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Demonstration</li> <li>● Practical</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 211</li> </ul>	
	2		Automating database	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Describe the tools used to automate database</li> <li>● Create a switchboard</li> </ul>	<ul style="list-style-type: none"> <li>● Discussion in groups</li> <li>● Demonstration</li> <li>● Practical</li> <li>● Question and answer</li> </ul>	<ul style="list-style-type: none"> <li>● Chart</li> <li>● computer</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 212</li> </ul>	
	3-4		Automating database	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Create macros</li> <li>● Develop a system</li> </ul>	<ul style="list-style-type: none"> <li>● Demonstration</li> <li>● Assignment</li> </ul>	<ul style="list-style-type: none"> <li>● Computer</li> <li>● Chart</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by Mburu and ChemwaBk 3 page 212</li> </ul>	

using a case study

**REVISION AND END TERM EXAMS**

**COMPUTER FORM 4 SCHEMES OF WORK – TERM 1**

WE EK	LES SON	TOPIC	SUB - TOPIC	OBJECTIVES	LEARNING/TEACHING ACTIVITIES	LEARNING/TEACHING RESOURCES	REFERENCES	REMARKS
1	Reporting from home and settling for the first term							
2	1		Definition of networking terms	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Define the term computer network</li> <li>● Explain the term data communication</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Newspaper</li> <li>● Letters</li> <li>● books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 1-5</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 1-5</li> </ul>	
	2-3		Networking	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Internet</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 5-9</li> </ul>	

				<ul style="list-style-type: none"> <li>● Explain the types of computer n/w</li> <li>● Discuss the purpose of n/w</li> </ul>		<ul style="list-style-type: none"> <li>● Working Pc</li> </ul>	<ul style="list-style-type: none"> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 6</li> </ul>	
	4			<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the demerits of n/w</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Twisted cables</li> <li>● Internet 5</li> <li>● Working pc</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 10-17</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 6</li> </ul>	
3	1		Elements of networking	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss communication with cables</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Internet</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 17-22</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 9-11</li> </ul>	
	2-3		Elements of networking	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the types of wireless communication</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Internet</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 23-28</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 17-22</li> </ul>	

4	1		Communication Devices	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term communication devices</li> <li>● Explain the work of: Modems, network cards, hubs</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Software</li> <li>● Working Pc</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 30-33</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 20</li> </ul>	
	2-3		Network Software	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss the different network s/w: O/S, protocols</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 30-31</li> </ul>	
	4		Types of computer networks	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss the three types of computer networks LAN,MAN, WAN</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 4-5</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 22</li> </ul>	
5	1		Network topologies	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term network topology</li> </ul>	<p>Q/A demonstration practical</p>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 33-34</li> </ul>	

				<ul style="list-style-type: none"> <li>● Differentiate btw. Logical and physical topologies</li> </ul>			<ul style="list-style-type: none"> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 16</li> </ul>	
2-3		Network Topologies	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Define the term network topology</li> <li>● Differentiate between Logical and physical topologies</li> <li>● Explain a star topology</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 35-36</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 18</li> </ul>		
4		Network Topologies	<p>By the end of the lesson the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain a Mesh Topology</li> <li>● Tree Topology</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Working PC</li> <li>● Handouts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 37-38</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 19</li> </ul>		

## 2. APPLICATION AREAS OF NFORMATION AND COMMUNICATION TECHNOLOGY

6	1	Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain Application areas of ICT</li> <li>● Financial system</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 37-39</li> <li>● Computer studies by</li> </ul>	
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							Onunga& Rena Shah Bk 4 page 27	
2-3		Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain application areas of ICT in common system</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 40-41</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 27</li> </ul>		
4		Application of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain application areas of ICT in retail system</li> <li>● Explain application areas of ICT in Reservation system</li> </ul>	Q/A demonstration practical	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 40-59</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 28</li> </ul>		
7	1	Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain Application areas of ICT in Education</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 41-58</li> </ul>		

							<ul style="list-style-type: none"> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 49</li> </ul>	
2-3		Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain Application of ICT in Education System</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 41-58</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 50</li> </ul>		
4		Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain Application areas of ICT in industrial System</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 41-58</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 39</li> </ul>		
<b>8</b>	<b>Half Term</b>							
9	1	Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C.</li> </ul>		

				<ul style="list-style-type: none"> <li>● Explain application areas of ICT in entertainment and virtual reality</li> </ul>		<ul style="list-style-type: none"> <li>● Working Pc</li> </ul>	<p>Chemwa page 61,64-65</p> <ul style="list-style-type: none"> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 51/55</li> </ul>	
	2-3		Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain application areas of ICT in marketing and law enforcement</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working Pc</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 63</li> </ul>	
	4		Application areas of ICT	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain application area of ICT in transportation system</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Working Pc</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 44-46</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 47</li> </ul>	



	1		Application areas of ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Explain Application areas of ICT in Library System</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Internet</li> <li>● Books</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 44</li> </ul>		
<b>IMPACT OF INFORMATION AND COMMUNICATION TECHNOLOGY ON SOCIETY</b>									
10	2-3		Application areas of ICT in the society	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss effects on <ul style="list-style-type: none"> <li>(i) Employment</li> <li>(ii) Automated production</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration practical</li> </ul>	<ul style="list-style-type: none"> <li>● Letters</li> <li>● Working PC</li> <li>● Newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 44</li> </ul>		
	4		Impact of ICT in the society	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss effects if ICT on work's health</li> <li>● State the characteristics of future trends in ICT</li> <li>● Discuss rapid evolution in ICT</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 44</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 60</li> </ul>		
11	1		Impact of ICT in the society	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Handouts</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by</li> </ul>		

				<ul style="list-style-type: none"> <li>● Discuss effects of ICT on <ul style="list-style-type: none"> <li>(i) Environmental issues</li> <li>(ii) Cultural effects</li> </ul> </li> </ul>		<ul style="list-style-type: none"> <li>● Videos</li> <li>● Photographs</li> </ul>	<p>S.Mburu and C. Chemwa page 44</p> <ul style="list-style-type: none"> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 63</li> </ul>	
2-3		Evolution of computer systems	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Discuss Artificial intelligence</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Class Register</li> <li>● Accounts book</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 52-53</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 81</li> </ul>		
4		Evolution of Computer systems	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain expanded information superhighway</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● handouts</li> <li>● class register</li> <li>● accounts</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 79-80</li> </ul>		

**COMPUTER FORM 4 SCHEMES OF WORK – TERM 2**

**CAREER OPPORTUNITIES IN ICT**

<b>WE EK</b>	<b>LES SO N</b>	<b>TOPIC</b>	<b>SUB - TOPIC</b>	<b>OBJECTIVES</b>	<b>LEARNING/TEACHING ACTIVITIES</b>	<b>LEARNING/TEACHING RESOURCES</b>	<b>REFERENCES</b>	<b>REMARKS</b>
<b>1</b>		Reporting from home and settling for the first term work						
<b>2</b>	<b>1</b>		Career opportunities in ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss the roles of a system analyst, a chief programmer</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 79</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 95</li> </ul>	
	<b>2-3</b>		Career opportunities in ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss functions of computer programmer and d/b administrator</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A</li> <li>● Demonstration</li> <li>● Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Newspapers</li> <li>● Realia</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 81</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 97</li> </ul>	

	4		Career Opportunities in ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss the functions of a s/w engineer and a computer engineer</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Working PC</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 80</li> </ul>	
3	1		Career opportunities in ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss the function of a web designer, web administrator and computer operator</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A demonstration Practical</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Handouts</li> <li>● Journals</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 81</li> </ul>	
	2-3		Career opportunities in ICT	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Discuss the function of computer technician and data processing manager</li> </ul>	Learner to Q/A discussion	<ul style="list-style-type: none"> <li>● Books</li> <li>● Realia</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 78</li> </ul>	
	4		Career opportunities in ICT	By the end of the lesson, the learner should be able to	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Newspapers</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C.</li> </ul>	

				<ul style="list-style-type: none"> <li>● Discuss other educational opportunities in the various institutions</li> </ul>			Chemwa page 83-84	
4	1		<p>Identification of further Educational opportunities</p>	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Explain the different courses offered in universities, polytechnics, middle level colleges</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A Discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 83-84</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 106-110</li> </ul>	
	2-3		<p>Developing project using msaccess d/base</p> <p>Description of a given system</p>	<p>By the end of the lesson, the learner should be able to</p> <ul style="list-style-type: none"> <li>● Identify a problem</li> <li>● Definition of a problem</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A discussion</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> <li>● Sampled projects</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 83-84</li> <li>● Computer studies by Onunga&amp; Rena Shah Bk 4 page 106-112</li> </ul>	
	4		Fact finding	<p>By the end of the lesson, the learner should be able to:</p> <ul style="list-style-type: none"> <li>● Identify the number of manual</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A observation</li> </ul>	<ul style="list-style-type: none"> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page</li> </ul>	

				documents that are needed for the system given			83-84 ● Computer studies by Onunga& Rena Shah Bk 4 page 106-120	
5	1		Fact finding	By the end of the lesson, the learner should be able to  ● Design a sample interview guideline for the system given	● Q/A practical	● Sampled projects ● Books	● Longhorn Computer studies by S.Mburu and C. Chemwa page 83-84	
	2-3		Fact finding	By the end of the lesson, the learner should be able to  ● Design a sample questionnaire for the system giver	● Q/A practical	● Samped projects ● books	● Longhorn Computer studies by S.Mburu and C. Chemwa page 93-94 ● Computer studies by Onunga& Rena Shah Bk 4 page 122	
	4		System design  ● Preliminary design phase	By the end of the lesson, the learner should be able to  ● Identify the flowchart symbols ● Design a simple flowchart for the	● Q/A practical	● Sampled projects ● Books	● Longhorn Computer studies by S.Mburu and C. Chemwa page 94-95	

				system				
6	1		System design <ul style="list-style-type: none"> <li>● Preliminary design phase</li> </ul>	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Design a complex flowchart for the system</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A practical</li> </ul>	<ul style="list-style-type: none"> <li>● Sampled projects</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 94-95</li> </ul>	
	2-3		Detailed design	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Design the outputs for the system</li> </ul>	Q/A practical	<ul style="list-style-type: none"> <li>● Sampled projects</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 94-95</li> </ul>	
	4		Detailed design	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Design input interface for the system</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A practical</li> </ul>	<ul style="list-style-type: none"> <li>● Sampled projects</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 96-100</li> </ul>	
7	1		Files and data stores design	By the end of the lesson, the learner should be able to <ul style="list-style-type: none"> <li>● Design a database</li> </ul>	<ul style="list-style-type: none"> <li>● Q/A practical</li> </ul>	<ul style="list-style-type: none"> <li>● Sampled projects</li> <li>● Books</li> </ul>	<ul style="list-style-type: none"> <li>● Longhorn Computer studies by S.Mburu and C. Chemwa page 100-101</li> </ul>	
				By the end of the lesson,				

	2-3		Creating relationships	the learner should be able to  ● Create relationships	● Q/A practical	● Books	● Longhorn Computer studies by S.Mburu and C. Chemwa page 103	
	4		Hardware and software requirements	By the end of the lesson, the learner should be able to  ● Identify h/w and s/w requirements for the system	● Q/A discussion	● Books ● Realia	● Longhorn Computer studies by S.Mburu and C. Chemwa page 103	
9	1,2, 3,4		Constructing information management system given  ● Designing inputs	By the end of the lesson, the learner should be able to  ● Design inputs	● practical	● internet ● sampled projects ● books	● Longhorn Computer studies by S.Mburu and C. Chemwa page 86-153	
10	1,2, 3,4		Designing outputs	By the end of the lesson, the learner should be able to  ● Design outputs	● practical	● books ● internet ● sampled projects	● Longhorn Computer studies by S.Mburu and C. Chemwa page 86-153	
11			● Designing	By the end of the lesson, the learner should be able to	● practical	● Books	● Longhorn Computer studies by S.Mburu and C.	



				<ul style="list-style-type: none"> <li>● Design various management systems</li> </ul>			Chemwa page 86-153	
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<b>12</b>	<b>1,2, 3,4</b>	Writing end of term exams						
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<b>13</b>	<b>The school closes</b>								
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<b>COMPUTER FORM 4 SCHEMES OF WORK – TERM 3</b>								
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<b>1</b>	Reporting from home and settling for the third term work							
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<b>2-3</b>	POST MOCKS AND JOINTS							
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<b>4-7</b>	REVISION							
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<b>7</b>	K.C.S.E BEGINS							
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