**LESSON DEVELOPMENT THREE**

**IDENTIFICATION OF COMMON ICT GADGETS – USES OF ICT GADGETS**

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| **STAGE/TIME** | **TEACHER’S ACTIVITIES** | **LEARNER'S ACTIVITIES – MIND/HANDS ON** | **LEARNING POINTS** |
| **Step 1**  **Introduction**  **(5 minutes)** | Asks pupils to differentiate between the following analog and digital ICT –  1. Clock  2. Phone  3. Electricity meter  4. Measuring scale | The different between analog and digital ICT – clock.  On the analog clock, the time is represented by hands that spin around a dial and point to a location on the dial that represents the approximate time.  On a digital clock, a numeric display indicates the exact time. | Linking the Previous knowledge to the new lesson |
| **Step 2**  **Development**  **(5 minutes)**  **Grouping** | 1. Groups the learners into four groups – A, B, C, and D.  2. Guide the learners to choose a leader and secretary for your group.  3. Gives each group learning materials. – Charts/sample of ICT gadgets. | 1. Belong to a group.  2. Choose their leader and secretary.  3. Received learning materials for their group. | Learner’s group, leader and secretary confirmed. |
| **Step 3**  **Development**  **(5 minutes)** | Lets pupils identify the following ICT gadgets on the chart. | Television, Radio player, Dstv dish, Dstv decoder, DVD player, camera and flash drive. | Analog and Digital ICT |
| **Step 4**  **Development**  **(10 minutes)** | Group Instructions  State 2 uses of the following ICT gadgets on chart. | Groups Activities | Groups work |
| **Step 4**  **Development**  **(10 minutes)** | Asks each group to present their answers so that you can compare responses with those of other groups. | Presentation | Presentation |
| **Step 5**  **Conclusion**  **(5 minutes)** | To conclude the lesson, the teacher revises the entire lesson and ask the key questions.  **SUMMARY -** A gadget is a small machine or tool specially designed to do a definite piece of work. Many of the gadgets which we use for dealing with information and communication today use the digital system.  **KEY QUESTIONS – ASSIGNMENT**  State 2 uses of mobile phone, computer, printer, scanner, microphone, memory card, Ps game and headphone. | The learners listen, ask and answer questions. | Lesson Evaluation and Conclusion |