**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. Phone3. 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  |