

CLASS : 2 B/G/R SUBJECT: ICT TEACHER : Ms. Chandima Vitharana / Ms. Surini Jayasuriya

Month	No.of Periods	Unit	Activity	Intended Learning Objectives	Remarks	
September						
School Reopens - 1st Term						
Week 1	2	Digital Devices	Introducing the concept of Digital Devices and how they are used to perform tasks in our day today activities	To be able to correctly identify digital devices in familiar environments		
Week 2	2	Eid Holiday				
Week 3	2	Digital Devices	Demonstrate how Digital Devices can be used in a classroom to support learning	To understand the impact of digital devices in enhancing learning experience		
Week4	2	Digital Devices	Discuss the most common Digital Devices used in the school and their purpose	To be able to recognize the application of Digital Devices in a school environment		
Week5	2	Digital Devices	Discuss the most common Digital Devices used at home and their purpose	To be able to recognize the application of Digital Devices in a home environment		
October						
Week 6	2	MONTHLY TEST - Take Home Assignment				
		Digital Devices	Discuss the most common Digital Devices used in Supermarkets and their purpose	To be able to recognize the application of Digital Devices in an environment beyond home and school		
Week 7	2	Digital Designer	Discuss the differences between manual drawing and digital drawing Introduce the Digital Drawing tool	To be able to analyze the pros and cons of using Digital Designing tools for creative work		
Week 8	2	Digital Designer	Demonstrate how to use shapes and lines to create drawings	To be able to demonstrate skills in using a Digital Designing tool		
Week 9	2	Digital Designer	Demonstrate how to use drawing tools such as pencil, eraser, fill color for more realistic drawings			
Week 10		Digital Designer	Demonstrate how to use text and brush strokes to provide additional effects to a drawing			
November						
Week 11	2	MONTHLY TEST				
Week 12	2	Digital Designer	Demonstrate how to edit an already created image through features such as cropping, resizing and rotating	To be able to demonstrate skills in manipulating images using Digital Designing tools		
Week 13	2	Digital Designer	Demonstrate how to use various tools (online) to manipulate images			
Week 14	2	REVISION				
December						
Week 15	2	First Term Practical Test				
Week 16	2	FIRST TERM END EXAMINATION				

Week 17	2	Correction of papers and preparing progress reports			
Week 18	2	DECEMBER VACATION			
January					
Week 19	2	DECEMBER VACATION			
Week 20	2	Let's Animate	Create a Storyboard for a day today activity	To be able to plan and organize the data before creating the animation	
Week 21	2	Let's Animate	Discuss the importance of Frames in animations and create a Flipbook	To be able to apply the concept of frames into an animation	
Week 22	2	Let's Animate	Introduction to the Animation Tool	To be able to demonstrate skills in using a range of tools to create Digital Animation	
Week 23	2	Let's Animate	Create various animations and save them in different formats		
February					
Week 24	2	Be Safe Online	Discuss how internet can be used for different services, especially in communication and sharing information	To be able to use technology safely and respectfully to access information	
Week 25	2	Be Safe Online	Discuss what are personal information and what information can be shared with different levels of people	To be able to distinguish between sharable and non-sharable information regarding yourself	
Week 26	2	Be Safe Online	Explain what cyberthreats are and discuss how to overcome them	To be able to identify where and how to get support when there are security concerns	
Week 27	2	Be Safe Online	Play a quiz game on being safe online	To be able to demonstrate skills in managing own self while being online	
March					
Week 28		REVISION			
Week 29		Second Term Practical Test			
Week 30		SECOND TERM END EXAMINATION			
Week 31		Paper Correction			
April					
Week 32		Correction of papers and preparing progress reports			
Week 33		APRIL VACATION			
Week 34		School Reopens for Third Term			
Week 35	2	Welcome to Programming	Giving clear, concise instructions to perform simple day today tasks Activity on moving objects to the intended destination using action words: Start, Stop, Move Forward / Backward, Turn Left/Right	To be able to demonstrate knowledge in giving clear instructions to do a task	
May					
Week 36	2	Welcome to Programming	Play a board game with a dice: Move the button to the Trophy by following instructions given.	To be able to demonstrate knowledge in giving clear instructions to do a task	
Week 37	2	Welcome to Programming	Play interactive games: Robot Routes and Light Bot	To be able to use various tools that move objects by giving instructions	
Week 38	2	Programming is Fun	Introduction to the Programming Language / Tool : Scratch Moving the sprite forward	To be able to understand the functions of a programming tool	

Week 39	2	Programming is Fun	Using different types of commands to change the appearance, make sounds and run the program in Scratch.	To be able to construct simple sequencing algorithms using a programming tool	
Week 40	2	Programming is Fun	Creating simple algorithms for the given scenarios. Customizing the sprites and the backgrounds		
Monthly Test					
June					
Week 41	2	REVISION			
Week 42	2	Third Term Practical Test			
Week 43	2	THIRD TERM END EXAMINATION			
Week 44	2	EID HOLIDAYS			
July					
Week 45		Paper Correction and Progress Reports making			
END OF ACADEMIC TERM / SUMMER VACATION					