

**CLASS THREE (BS3)****COMPUTING****TERM ONE**

<b>SUB – STRAND</b>	<b>INDICATORS</b>
USES OF ICT TOOLS IN EVERYDAY LIFE ICT	♦ Tools Uses of ICT Tools
DOUBLE CLICKING THE MOUSE	♦ Single clicking the mouse Double clicking the mouse
THE USE OF GAMES APPLICATION	♦ Using the Game Application

**CLASS THREE (BS3)****COMPUTING****TERM TWO**

<b>SUB – STRAND</b>	<b>INDICATORS</b>
MOUSE SKILLS REVIEW	♦ Using the mouse to locate Paint Application Note pad Application Start menu
USE OF LOWER AND UPPER CASE CHARACTERS IN TYPING	♦ Using upper case characters in typing Using lower case characters in typing
THE USE OF GAMES APPLICATION	♦ Using Games Application

**CLASS THREE (BS3)****COMPUTING****TERM THREE**

<b>SUB – STRAND</b>	<b>INDICATORS</b>
BASIC WINDOW MANAGEMENT	<ul style="list-style-type: none"> <li>♦ Minimizing window</li> <li>♦ Minimizing window</li> <li>♦ Typing short sentences</li> <li>♦ Using Text Editor/Notepad application</li> <li>♦ Closing Text Editor/ Notepad Application</li> </ul>
DRAWING AND COLORING IMAGES WITH PAINT APPLICATION TOOLS	<ul style="list-style-type: none"> <li>♦ Drawing shapes and objects using pencil tool of the paint application</li> <li>♦ Colour shapes and objects using the fill with color tool of the paint application tool.</li> </ul>

**ONE VISION EXAMINATION CENTRE  
(OVEC)**

*(A Credible Private Examinations Consortium)*



# **COMPUTING**

## **SCHEME OF LEARNING**

COMPILED FOR  
LOWER PRIMARY [BS 1,2 & 3]

2026/27 ACADEMIC YEAR

### **BASIC EDUCATION TERMINAL EXAMINATIONS**

**Tel: 0241-48 73 30 / 0248-48 28 27**

CLASS ONE (BS1)		COMPUTING	TERM ONE
SUB – STRAND	INDICATORS		
SOURCES OF INFORMATION	<ul style="list-style-type: none"> <li>◆ Definition of Information</li> <li>◆ Sources of Information</li> <li>◆ Tools for sending and receiving Information</li> </ul>		
MOUSE CLICKING	<ul style="list-style-type: none"> <li>◆ Mouse skills</li> <li>◆ How to hold the mouse</li> </ul>		
HOME ROW KEYS OF THE KEYBOARD	<ul style="list-style-type: none"> <li>◆ Selection of icons on the desktop</li> <li>◆ Single left click</li> <li>◆ Typing letters of the alphabets Using numeric keys to type numbers</li> </ul>		

CLASS TWO (BS2)		COMPUTING	TERM ONE
SUB – STRAND	INDICATORS		
DOUBLE CLICKING OF MOUSE	<ul style="list-style-type: none"> <li>◆ Double clicking of mouse Opening icons on the desktop</li> </ul>		
THE USE OF SPACE BAR AND BACKSPACE KEYS	<ul style="list-style-type: none"> <li>◆ Spacebar key Backspaces key</li> </ul>		
INTRODUCTION TO GAMES APPLICATION	<ul style="list-style-type: none"> <li>◆ Using Games Application to reinforce mouse skills</li> </ul>		

CLASS ONE (BS1)		COMPUTING	TERM TWO
SUB – STRAND	INDICATORS		
TOOLS FOR COMMUNICATION	<ul style="list-style-type: none"> <li>◆ Definition of communication</li> <li>◆ Tools for communication Uses of the communication</li> </ul>		
FORMS OF COMMUNICATION	<ul style="list-style-type: none"> <li>◆ Forms of communication</li> </ul>		
DRAGGING OF MOUSE	<ul style="list-style-type: none"> <li>◆ Using the mouse to drag items</li> </ul>		
TOP ROW KEYS OF THE KEYBOARD	<ul style="list-style-type: none"> <li>◆ Typing letters of the 'qwerty' row</li> </ul>		

CLASS TWO (BS2)		COMPUTING	TERM TWO
SUB – STRAND	INDICATORS		
DRAGGING OF MOUSE	<ul style="list-style-type: none"> <li>◆ Dragging the mouse pointer to draw and colour shapes using paint Application</li> </ul>		
BOTTOM ROW KEYS OF THE KEYBOARD	<ul style="list-style-type: none"> <li>◆ Typing of words using the home, bottom and qwerty row keys.</li> </ul>		
INTRODUCTION TO GAMES APPLICATION	<ul style="list-style-type: none"> <li>◆ Reinforcing mouse skills</li> </ul>		

CLASS ONE (BS1)		COMPUTING	TERM THREE
SUB – STRAND	INDICATORS		
TECHNOLOGY TOOLS	<ul style="list-style-type: none"> <li>◆ Definition of Technology</li> <li>◆ Technology Tools</li> <li>◆ Uses of Technology tools</li> </ul>		
DRAGGING OF MOUSE	<ul style="list-style-type: none"> <li>◆ Dragging of mouse pointer to draw shapes</li> </ul>		
HOME AND TOP ROW KEYS	<ul style="list-style-type: none"> <li>◆ Typing words using home and 'qwerty' row</li> </ul>		

CLASS TWO (BS2)		COMPUTING	TERM THREE
SUB – STRAND	INDICATORS		
Using Drawings and images to present information	<ul style="list-style-type: none"> <li>◆ Using drawing / images to record / present information</li> </ul>		
Typing short passages	<ul style="list-style-type: none"> <li>◆ Typing making use of spacebar and backspace</li> </ul>		
Introduction to Games Application	<ul style="list-style-type: none"> <li>◆ Reinforcing mouse skills</li> </ul>		