Dominican International School



Basic Computer Education I

Grade Level: G4 1 Year, 1 Credit Teacher: Mr. Mervin D. Villaroya Email: mvillaroya@dishs.tp.edu.tw

SY: 2023-2024

Course Description:

Computer Education It is a course that will develop the typing skills of every student. The course will further increase the knowledge about different computer software related to word processing. Our world at present operates using Information and Communications Technology (ICT). It has been changing various areas in the lives of many that will continue in the future. With computers being part of our daily lives, it would be beneficial for every student to learn the basics of computers. This would give them an advantage in the future and enhance their interest in the study of computers particularly word processing. The field of focus would be about MS Word and MS Publisher. Makeblock combines technology and education and lowers the overall threshold of creation by building a STEAM platform covering mechanics, electronics, and software. Makeblock helps children learn from practical usage of technical devices and thinking training so that they will fear no challenges in the future and grow up as individuals who have critical thinking skills and who are socially responsible.

REFERENCE: Desktop Publishing and Computers for Digital Learners Copyright 2017 by Phoenix Publishing House Inc. Exploring ICT Copyright 2012 by Computer Assisted Learning Corporation Office Applications with Basic PC Troubleshooting Copyright 2012 by Computer Assisted Learning Corporation D-Whiz in ICT, Productivity and Enterpreneurial Skills Development 4

REFERENCE/LINKS: en.wikipedia.org/wiki/Word Processing, and en.wikipedia.org/wiki/desktop publishing https://www.quora.com/what are the features of MS-Word https://www.quora.com/unanswered/whats good in MS-Word?encoded access https://en.m.wikipedia.org/wiki/Microsoft Publisher https://en.m.wikipedia.org/wiki/Microsoft Publisher https://www.technopedia/definition/13140/microsoft-publisher https://officeskills.org/microsoft-office-tutorials.html https://edu.gcfglobal.org/en/powerpoint2016/

Our school website: <u>http://www.dishs.tp.edu.tw/</u>

Course Content:

The students will learn the different ways of editing and formatting documents, controlling commands, putting an order, and proper page layout. The course contains the basic modules concerning the different software such as MS Word, MS Publisher, and MakeBlock.

Course Goal

- The students will learn the fundamentals of computers
- The students will learn how to use the "ribbon" in MS Word, and MS Publisher
- The students will learn how to edit and format texts or documents
- The students will learn how to use different functions in MS Word, and MS Publisher that would enhance the outcome of the typed text/document
- The students will learn how to insert pictures and tables in MS Word, and MS Publisher
- The students will learn how to layout pages
- The students will learn how to use simple templates in MS Publisher
- The students will learn how to create a simple publication
- The students will learn to produce positive and constructive interactions among the group members
- The students will learn to enhance further their skills in applying the different software
- The students will learn how to organize their ideas in creating the desired outcome
- The students will learn to explore and solve real-life problems in the form of projects, thus enhancing their logical thinking, creativity, teamwork skills, and other abilities.
- The students will value their work and the work of others.
- The students will explore the Programs according to the given instructions.
- The students will be able to follow the instructions given in performing an activity.
- The students will be able to experience creating basic programming in playing games
- The students will be able to develop their problem-solving skills, logic, and creativity.

Grading Criteria:

The quarterly grade will be awarded for all student work based on the following criteria:

- ✓ Class participation and Seatwork/Homework 3/10 of quarterly grade
- ✓ Major Projects, Quizzes, and Tests- 3/10 of quarterly grade
- ✓ **Quarterly Exams** 3/10 of quarterly grade
- ✓ **Deportment** 1/10 of quarterly grade

Student Materials Required:

• The students will need to bring a flash drive (USB drive) to save their works

Classroom Expectations:

- 1. Be on time to class; be seated **before** the bell rings.
- 2. Wear your uniform neatly.
- 3. Use English at all times.
- 4. Come prepared with books, assignments, and supplies and without gum, food, or drink (a sealable water bottle is okay).
- 5. Be respectful of others (especially when speaking), and of school property.
- 6. Do your best and participate.
- 7. Ask permission before leaving the class; take hall pass.
- 8. Wait for the bell to ring before you leave class.

Seatwork rules

- 1. The students may NOT copy from classmates
- 2. The students are allowed to help each other verbally.
- 3. The students are NOT allowed to do the work, partially or entirely, for other students. Specifically, they are not allowed to touch the keyboard and mouse of other students' computers.

Discipline:

- 1. Verbal warning, second reminder (if needed)
- 2. Write-Up and then referral to the Discipline Office.
- 3. Parent-Teacher conference.

SUBJECT: ICT

<u>1st QUARTER – TENTATIVE COURSE CONTENT</u>

(NB: Depending on time and interest, the teacher may delete and/or add other selections.)		
Week / Date	Topic / Projects / Assessments	
Week 1 Aug 14 th to 18 th	Dealing with Word Processing Tools	
Week 2 Aug 21 st to 25 th	MS Word Activity: Word Document	
Week 3 Aug 22 nd to 26 th	MS Word Activity: Insert Pictures	
Week 4 Aug 28 th to Sept 1 st	MS Word Activity: Text Box	
Week 5 Sep 4 th to 8 th	MS Word Activity: Tables/ Chart	
Week 6 Sep 11 th to 15 th	Basic Keyboarding / Typing Skills	
Week 7 Sep 18 th to 22 nd	Quarterly Exams	

2nd QUARTER – TENTATIVE COURSE CONTENT

(NB: Depending on time and interest, the teacher may delete and/or add other selections.)		
Week / Date	Topic / Projects / Assessments	
Week 1 (10) Oct 11 th to 13 th	A Brief History of Publishing	
Week 2 (11) Oct 16 th to 20 th	Steps of Publishing Process	
Week 3 (12) Oct 23 rd to Oct 27 th	Introduction to Microsoft Publisher	
Week 4 (13) Oct 30 th to Nov 3 rd	Ways to Create a Publication	
Week 5 (14) Nov 6 th to 10 th	Using the Publisher Guides	
Week 6 (15) Nov 13 th to 17 th	Inserting Text Boxes	
Week 7 (16) Nov 20 th to 24 th	Adding Graphics, WordArt, and AutoShapes	
Week 8 (17) Nov 27 th to Dec 1 st	Adding Tables	
Week 9 (18) Dec 4 th to 8 th	Quarterly Exams	
Dec 16 th to Jan 2 nd	Christmas Break	

3rd QUARTER – TENTATIVE COURSE CONTENT

(NB: Depending on time and interest, the teacher may delete and/or add other selections.)		
Week / Date	Topic / Projects / Assessments	
Week 1 (20) Jan 3 rd to 5 th	Introduction to MS PowerPoint	
Week 2 (21) Jan 8 th to 12 th	Text Basics and Applying Themes	
Week 3 (22) Jan 16 th to 19 th	Insert and Format Pictures/ Applying Transition	
Week 4 (23) Jan 22 nd to 26 th	Inserting Audio in PowerPoint	
Week 5 (24) Jan 29 th to Feb 2 nd	Inserting Video in PowerPoint	
Week 6 (25) Feb 5 th to 7 th	Inserting Table and Chart in PowerPoint Presentation	
Feb 8 th to 16 th	Chinese New Year	
Week 7 (26) Feb 19 th to Feb 23 rd	Creating a Sample PowerPoint Presentation	
Week 8 Feb 27 th to Mar 1 st	Quarterly Exam	

FOURTH QUARTER

The Robotics curriculum opens the exciting world of computer science and robotics to lower school students in a fun and practical way. The lessons are constructed from hundreds of hours of actual lower school classroom experience. The learning activities are created from fun robotic projects which are designed to be inspiring and engaging, helping students see computing and technology as an important part of their world. The activities are designed with a focus on problem-based learning, creativity, exploration, critical thinking and problem-solving. Learn computer programming concepts and develop Scratch coding skills. Study the basic elements of algorithms such as sequence, decision, and iteration. Learn about using pseudocode, flowcharts and block diagrams. Develop programs with variables, loops, conditional instructions, and functions. Learn how to assemble mBot and understand basic robot system components. Use the scientific method to perform characterization studies of mBot sensor operation. Learn about robotic command and control programs by designing a state machine. Design an integrated, multi-input/output, robotic control program using the mBot RGB LEDs, Piezo Buzzer, Motors (Forward, Right Turn, Left Turn, Backwards), Ultrasonic Sensor, Line Follower Sensor, Light Detector Sensor. Explore the Software Development Life Cycle and learn about brainstorming, project planning and the importance of reuse in technology development. Teaching materials for the course come from textbooks, classroom lectures, newspapers, journals, medical newsletters, videos, and the internet.

REFERENCE:

□ mBot Discovery: Learn & Teach Robotics In 12 Fun Lessons, 2018 by David Romano REFERENCE/LINKS:

□ https://www.amazon.com/mBot-Discovery-Learn-Robotics-Lessons/dp/0692139435/ref=sr_1_fkmr0_1?keywords=mBot+discovery+LEVEL+1&qid=1566007201&s= gateway&sr=8-1-fkmr0

Our school website: http://www.dishs.tp.edu.tw/

Course Goal

- The students will learn about using pseudocode, flowcharts and block diagrams.
- The students will develop programs with variables, loops, conditional instructions, and functions.
- The students will learn how to assemble mBot and understand basic robot system components.
- The students will use the scientific method to perform characterization studies of mBot sensor operation.
- The students will learn about robotic command and control programs by designing a state machine.

• The students will design an integrated, multi-input/output, robotic control program using the mBot RGB LEDs, Piezo Buzzer, Motors (Forward, Right Turn, Left Turn, Backwards), Ultrasonic Sensor, Line Follower Sensor, Light Detector Sensor.

• The students will explore the Software Development Life Cycle and learn about brainstorming, project planning and the importance of reuse in technology development.

4th QUARTER – TENTATIVE COURSE CONTENT

(NB: Dependir	(NB: Depending on time and interest, the teacher may delete and/or add other selections.)		
Week / Date	Topic / Projects / Assessments		
Week 1 (29) Mar 13 th to 15 th	Introduction to Robotics/ MBot Assembly		
Week 2 (30) Mar 18 th to 22 nd	Introduction to Make Block Coding Program		
Mar 23 rd to Apr 7 th	Easter Break		
Week 3 (31) Apr 8 th – 12 th	Make Block: Stop and Go		
Week 4 (32) Apr 15 th to 19 th	Make Block: Movement		
Week 5 (33) Apr 22 nd to 26 th	Make Block: Play Music		
Week 6 (34) Apr 29 th to May 3 rd	Make Block: Move In Circle		
Week 7 (35) May 6 th to 10 th	Quarterly Exams		