



Dominican International School

ICT 1 Course Syllabus

School Year 2026–27



Teacher Name:

Mr. Mervin Villaroya

Teacher/Position: ICT

Teacher/ Lower School

Discipline

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Course Description:

Computer Education 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 early communication devices and the basics of computers and their functions. 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 parts of the computer, basic and proper usage of the internet, different application programs which enhance their keyboarding and mouse skills, and using code in running a program.

Reference: Level Up Through Digital Discoveries 1 Mc Graw Hill, Computers for Digital Learners by Phoenix Publishing House Inc., D Whiz in Digital Literacy for Grade 1 and Exploring ICT Office Applications with Basic PC Troubleshooting by Computer Assisted Learning Corporation

Reference/Links:

https://en.wikipedia.org/wiki/Word_processor

<https://edu.gcfglobal.org/en/basic-computer-skills/getting-started-with-your-first-computer/1/>

[http://mediasmarts.ca/sites/mediasmarts/files/pdfs/lesson-](http://mediasmarts.ca/sites/mediasmarts/files/pdfs/lesson-plan/Lesson_Introducing_Internet_Exploring_Internet.pdf)

[plan/Lesson_Introducing_Internet_Exploring_Internet.pdf](http://mediasmarts.ca/sites/mediasmarts/files/pdfs/lesson-plan/Lesson_Introducing_Internet_Exploring_Internet.pdf)

file:///C:/Users/MIT/Desktop/Computers_for_Beginners.pdf

<http://officeskills.org/microsoft-office-tutorials.html>

<https://www.medford.k12.nj.us/page/1479>

<https://code.org/>

<https://www.abeya.com/>

<https://www.mathplayground.com/>

<https://toytheater.com/>

<https://www.kidztype.com/browse-typing-games.html>

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

Course Content:

The students will learn the parts of the computer, main parts of the computers and its functions, taking care of their computers, using properly of mouse and keyboard, basic and proper usage of internet, working with graphics different ways in editing and formatting documents, controlling commands, putting order and proper page layout. The course contains the basic modules about the different software WordPad, Paint and Educational games (websites). Learning to **code** on CS Fundamentals helps students **learn** executive/planning problem-solving skills better than regular math and science.

Course Goal:

- ✓ Understand that computers, have changed over time.
- ✓ Understand what a computer is and how it helps people.
- ✓ Identify the main parts of the computer.
- ✓ Understand how the different computer parts connect to the system unit.
- ✓ Identify parts of a computer mouse and what each part does.
- ✓ Use the keyboard
- ✓ Control a computer in different ways.
- ✓ Identify the four steps of the Data Processing Cycle: Input, Process, Output, and Storage.
- ✓ Name the computer parts used in each step of the Data Processing Cycle.
- ✓ Explain how a computer receives, processes, displays, and saves information.
- ✓ Explain why it is important to care for computers.
- ✓ Identify good and bad ways to use a computer.
- ✓ Demonstrate proper care when using a computer in the ICT laboratory.
- ✓ Turn on and off a computer.
- ✓ Identify the basic icons.
- ✓ Control a program window.
- ✓ Identify the different types of files.
- ✓ Work on a computer safely and comfortably.
- ✓ Understand what digital drawing is.
- ✓ Use the tools in a drawing program.
- ✓ Save their drawings.
- ✓ Make and color shapes.
- ✓ Correct mistakes in their drawings.
- ✓ Move and change shapes.
- ✓ Find and open the Notepad program.
- ✓ Type letters, numbers, and words on the computer.
- ✓ Move the cursor and fix mistakes.
- ✓ Use the Spacebar, Backspace, and Enter Keys.

- ✓ Move the cursor and fix it.
- ✓ Select text and change it.
- ✓ Understand what the Internet is and how it connects computers around the world.
- ✓ Understand how computers connect to the Internet in different ways.
- ✓ Recognize reasons for using the Internet.
- ✓ Understand Internet safety rules.
- ✓ List the reasons for using email.
- ✓ Visit a website.
- ✓ Find information online.
- ✓ Use the mouse to interact with elements of a computer game.
- ✓ Use the cursor keys (arrow keys) to control a character.
- ✓ Demonstrate proper hand-eye coordination when using the mouse and keyboard.
- ✓ Apply focus, timing, and quick thinking to avoid obstacles in the game.
- ✓ Explain how careful movements and decision-making help them achieve a goal.
- ✓ Arrange simple blocks of code in the correct order.
- ✓ Use coding blocks to guide the panda to the bamboo.
- ✓ Understand that instructions must be placed in the correct sequence.
- ✓ Use trial and error to find and correct mistakes in their code.
- ✓ Apply spatial reasoning to determine the direction and number of moves needed.
- ✓ Use simple loops to repeat instructions and make code more efficient.
- ✓ Understand sequencing as the correct order of steps in a program.
- ✓ Use block-based coding to create a simple program with correctly ordered steps.
- ✓ Understand sequencing and basic programming logic using Code.org's Angry Bird Maze.
- ✓ Use block-based programming to guide Angry Bird to reach the Pig.
- ✓ Learn sequencing, loops, and basic programming logic using Code.org's Star Wars: Building a Galaxy with Code.
- ✓ Guide BB-8 to collect scrap metal and complete challenges.
- ✓ Learn sequencing, loops, and conditionals by programming the Harvester to collect crops in Code.org.
- ✓ Apply problem-solving and debugging skills.
- ✓ Learn how to use loops to create an animated ocean scene in Code.org.
- ✓ Practice sequencing, repetition, and debugging to create efficient programs. actions such as: clicking, drag and drop, etc.
- ✓ Understand and use events to control characters in a program.
- ✓ Create an interactive program where objects move based on user actions.

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
- ✓ **Depoartment** - 1/10 of quarterly grade

Student Materials Required:

- ✓ For the purpose of evaluating and turning in their work, students will need to check their Google Classrooms on a frequent basis and computer book.

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.
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/Activity 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.

WEEKLY SCHEDULE

First Quarter Tentative Course Content

Week & Date	Topics / Projects / Assessments
Week 1 Aug 10 - 14	Monday Class Preparation ~ Student Holiday Tuesday Morning Assembly Friday Opening Mass & Assumption of Our Lady 8:00 History of Computers
Week 2 Aug 17 - 21	Computers in Our Lives
Week 3 Aug 24 - 28	The Computer
Week 4 Aug 31 - Sep 4	Click and Type
Week 5 Sep 7 - 11	The Data Processing Cycle
Week 6 Sep 14 - 18	Caring for the Computer
Week 7 Sep 21 - 25	T-W-Th Pre-Exam Days Friday Moon Festival ~ Public Holiday Quarterly Exams
Week 8 Sep 28 - Oct 2	Monday Confucius' Birthday ~ Public Holiday Thursday Major Exams Day 1 Friday Major Exams Day 2
Week 9 Oct 5 - 9	Monday Record Day ~ Student Holiday T-W-Th Teachers Conference ~ Student Holiday Friday Double 10 Day ~ Public Holiday

Second Quarter Tentative Course Content

Week & Date	Topics / Projects / Assessments
Week 1 (10) Oct 12 – 16	The Desktop/ Starting a Program
Week 2 (11) Oct 19 – 23	Digital Files/My Workspace
Week 3 (12) Oct 26 – 30	Monday Retrocession Day ~ Public Holiday Free Drawing
Week 4 (13) Nov 2 – 6	Shapes and Color
Week 5 (14) Nov 9 – 13	Change the Shapes
Week 6 (15) Nov 16 – 20	Notepad/ Letters and Words
Week 7 (16) Nov 23 – 27	T-W-Th Pre-Exam Days Friday Grade 12 Exams Move Around/ Select and Change a Word
Week 8 (17) Nov 30 – Dec 4	Monday Grade 12 Exams ICT Quarterly Exams
Week 9 (18) Dec 7 – Dec 11	Monday TBD Tuesday Foundation Day Mass 9:00, Cutting of the Cake Ceremony, Christmas Fair, (Whole day) Wednesday TBD Thursday Major Final Exams half day Friday Major Final Exams half day
<i>Dec 14 to Jan 1 Christmas Break</i>	

Third Quarter Tentative Course Content

Week & Date	Topics / Projects / Assessments
Week 1 (19) Jan 4 – Jan 8	Monday Record Day ~ Student Holiday Friday New Year Mass at 8:00 The Internet
Week 2 (20) Jan 11 – Jan 15	Stay Safe
Week 3 (21) Jan 18 – Jan 22	Communicate
Week 4 (22) Jan 25 – Jan 29	Visit a Website
Week 5 (23) Feb 1 – Feb 5	Thursday Little New Year's Eve ~ Public Holiday Friday Lunar New Year ~ Public Holiday Practical Activity Froggy Road – Using the Mouse and Cursor Keys (Toy Theater)
<i>February 8 to 12 Chinese New Year Holiday</i>	
Week 6 (24) Feb 15 – Feb 19	Practical Activity – Code Panda Introduction to Coding (Math Playground)
Week 7 (25) Feb 22 – Feb 26	22-26 IOWA Assessments Practical Activity – About a Frog (Math Playground)
Week 8 (26) Mar 1 – Mar 5	Monday Memorial Day ~ Public Holiday T-W-Th Pre-Exam Days Practical Activity– Trap the Mouse (Math Playground)
Week 9 (27) Mar 8 – Mar 12	ICT Quarterly Exams

Week 10 (28) Mar 15 - Mar 19	ICT Completion
Week 11 (29) Mar 22- Mar 26	Tuesday Major Final Exams half day Wednesday Major Final Exams half day Thurs - Fri Easter Break (Spring Break) ~ Public Holiday
<i>March 25 to April 2 Easter & Spring Break</i>	

Fourth Quarter Tentative Course Content

Week & Date	Topics / Projects / Assessments
Week 1 (30) Apr 5 - Apr 9	Monday Tomb Sweeping Day ~ Public Holiday Tuesday Children's Day ~ Public Holiday Sequencing with Scrat
Week 2 (31) Apr 12 - Apr 16	Programming with Angry Birds
Week 3 (32) Apr 19 - Apr 23	19 - 23 AP Mock Exams Programming with Rey and BB-8
Week 4 (33) Apr 26 - Apr 30	T-W-Th Pre-Exam Days Friday Labor Day ~ Public Holiday Programming with Harvester
Week 5 (34) May 3 - May 7	3 - 7 Final Exams (K, Gr. 5, 8, & 12 Only) 3 - 14 AP Exams ICT Quarterly Exams
Week 6 (35) May 10 - May 14	3 - 14 AP Exams Wednesday Major Final Exams Undergraduates half day Thursday Major Final Exams Undergraduates half day Friday Record Day ~ Student Holiday
Week 7 (36) May 17 - May 21	Monday Gr. 12 Reflection (Morning) Monday Baccalaureate Mass (Afternoon, Schoolwide) Wednesday House Sports Day

	Thursday High School Field Trip Friday House Culminating Activity All Week Student Clearance Days & Special Events
Week 8 (37) May 24 – May 28	Monday Middle & High School Sports Day Monday LS Field Trip Tuesday Kindergarten Graduation/Gr. 5 Promotion Wednesday Gr. 8 Graduation and Gr. 12 Graduation Thursday Pre-Kindergarten & Gr. 1 – 4, 6 & 7, 9–11 Recognition Friday Last Day of School for Students