Dominican International School

Basic Computer Education I

Grade Level: G1   Teacher: Mr. Mervin D. Villaroya
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SY: 2024-2025

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: 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-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.abcya.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 ABCYA. Learning to **code** on CS Fundamentals helps students **learn** executive/planning problem-solving skills better than regular math and science.

Course Goal:

- The students will appreciate the forms of communication in early age.
- The students acknowledge the hard work of different inventors.
- The students will demonstrate the ability to communicate with other people properly.
- The students will identify and describe the modern forms of ICT tools.
- The students will differentiate the basic parts of the computer system.
- The students will identify the parts of the keyboard and the mouse.
- The students will use the keyboard to type words in a word-processing program.
- The students will demonstrate appreciation for the usefulness of the mouse when working on the computer
- The students will appreciate the importance of using the Internet in everyday life.
- The students will be familiar with proper behavior while using the internet.
- The students will be familiar with the internet browser and search engine.
- The students will perform a different option to alter a paragraph's appearance.
- The students will express creativity in using clip art to enhance a document.
- 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:

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

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.

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

1st QUARTER – TENTATIVE COURSE CONTENT

Week / Date	Topic / Projects / Assessments
(NB: Depending on time and interest, the teacher may delete and/or add other selections.)	
Week 1 **Aug 12th to 16th**	The Wonders of Computer
Week 2 **Aug 19th to 23rd**	The Early Counting Tools and the Computer
Week 3 **Aug 26th to 30th**	The Data Processing Cycle
Week 4 **Sep 28th to Sep 1st**	The Computer and It's Elements
Week 5 **Sep 2nd to Sep 6th**	The Computer and It's Parts
Week 6 **Sep 9th to 13th**	Caring for the Computer
Week 7 **Sep 23rd to Sep 27th**	Quarterly Exams

2nd QUARTER – TENTATIVE COURSE CONTENT

Week / Date	Topic / Projects / Assessments
(NB: Depending on time and interest, the teacher may delete and/or add other selections.)	
Week 1 (10) **Oct 14th to Oct 18th**	Input Devices
Week 2 (11) **Oct 21th to Oct 25th**	Processing Devices
Week 3 (12) **Oct 28th to Nov 1st**	Output & Storage Devices
Week 4 (13) **Nov 4th to Nov 8th**	The Computer and Its Operating System
Week 5 (14) **Nov 11th to Nov 15th**	Microsoft Windows and It's Basic Parts
Week 6 (15) **Nov 18th to Nov 22nd**	Working with Microsoft Windows
Week 7 (16) **Nov 25th to 29th**	Keyboard Practice Using the WordPad Program/ Drawings with Shapes and Fill with Color
Week 9 (18) **Dec 2nd to Dec 6th**	Quarterly Exams
Dec 13th to Jan 6th	**Christmas Break**

3rd QUARTER – TENTATIVE COURSE CONTENT

Week / Date	Topic / Projects / Assessments
(NB: Depending on time and interest, the teacher may delete and/or add other selections.)	
Week 1 (20) **Jan 7th to Jan 10th**	The Internet
Week 2 (21) **Jan 13th to Jan 17th**	Introducing the Microsoft Edge
Week 3 (22) **Jan 20th to Jan 24th**	Safety Reminders While Using the Internet
Week 4 (23) **Jan 27th to Jan 31st**	Chinese New Year
Week 5 (24) **Feb 3rd to Feb 7th**	Practical Activity using KidzType **(Flappy Typing)**
Week 5 (25) **Feb 10th to Feb 14th**	Practical Activity using KidzType **(Whack a Mole)**
Week 6 (26) **Feb 17th to 21th**	Practical Activity using KidzType **(Glider Cats)**
Week 7 (27) **Feb 24th to Feb 28th**	Practical Activity using KidzType **(Apple Orchard)**
Week 8 **Mar 3rd to Mar 7th**	Quarterly Exams

4th QUARTER – TENTATIVE COURSE CONTENT

Week / Date	Topic / Projects / Assessments
(NB: Depending on time and interest, the teacher may delete and/or add other selections.)	
Week 1 (29) **Mar 18th to Mar 21st**	Introduction to **CODE (Pre-reader Express)**
Week 2 (30) **Mar 24th to Mar 28th**	Sequencing with Scrat
Week 3 (31) **Mar 31th to Apr 3rd**	Programming with Angry Birds
Week 4 (32) **Apr 7th to Apr 11th**	Programming with Rey and BB-8
Apr 14th – Apr 18th	Easter Break
Week 4 (33) **Apr 21st to Apr 25th**	Loops with Laurel
Week 5 (34) **Apr 28th to May 2nd**	Minecraft Adventure
Week 6 (35) **May 5th to May 9th**	Quarterly Exams