SAULT COLLEGE of APPLIED ARTS and TECHNOLOGY
SAULT STE. MARIE ON

COURSE OUTLINE

COURSE TITLE: COMPUTERS in EDUCATION

COURSE CODE: ED 262   **SEMESTER: FALL 1995**

PROGRAM: TEACHER ASSISTANT

AUTHOR: SUSAN BARBER

DATE: September 1995

New: _____   Revised: __X__

APPROVED: _K. DeRosario_   _Nov. 21/95_
Dean   Date

NOTE: Please do not discard this outline. It will be required by other educational institutions if you are attempting to obtain creit for this course.

COMPUTERS IN EDUCATION (ED 262)

PREREQUISITES: EDP122 INTRODUCTION TO COMPUTERS

I.   PHILOSOPHY/GOALS:
      The Computers in Education course has been created in order to present information
      regarding computer hardware, software, functions, purposes, types, and their operation.
      The many functions of computers and their impact on education will be presented.
      Students will increase their computer literacy and develop a positive attitude towards
      computers and technology.

II.   STUDENT PERFORMANCE OBJECTIVES:
      Upon successful completion of this course the student will:

      Describe the functions of the basic components of a personal computer.
      Demonstrate the proper operation of the IBM (or compatible), APPLE and ICON I
      computer.
      Evaluate software that can be used in the educational setting.
      Discuss the current issues regarding the use of technology in education.

III. TOPICS TO BE COVERED
      Computer components and their operation, function and maintenance.
      Learning styles and technology.
      Technology in Education: issues and trends.
      Purchasing a computer for yourself or school.
      Troubleshooting and utilities.
      How to be computer literate without a computer.

IV.   LEARNING ACTIVITIES
      This is a hands on course; lecture time will be minimal. Much of your time will be spent
      looking at operating systems and software and collecting information from computer
      stores in town, public and secondary schools, and the College.

      Topics will include:
      Basic operation - switches and plugs
      Input devices - mouse, keyboard, scanner
      Output devices - monitors, printers, disks
      Learning styles
      Software evaluation
      The internet - what is it and how to surf
      Computer use in our Community

COMPUTERS IN EDUCATION (ED 262)

V.   METHODS OF EVALUATION
        The following grades will be assigned to students in post secondary programs:

        A+   Consistently outstanding (>90%)
        A   Outstanding Achievement (80% to 89%)
        B   Consistently above average achievement (66%-79%)
        C   Satisfactory or acceptable achievement in all areas subject to assessment (55%-65%)
        R   Repeat - The student has not achieved the objectives of the course and the course must be repeated.
        X   A temporary grade, limited to situations with extenuating circumstances, giving a student additional time to complete course requirements.

        Your final grade will be made up of the following:

QUIZZES (20%)
Two quizzes will be given in class time. Both will be announced in advance along with a summary of the information to be covered.

SCHOOL NEWSPAPER (15%)
Using a graphics and word processing package or newspaper design package, you will design a 3 page school newspaper covering topics relative to your area of interest. You may design a newspaper for any grade or grade grouping from JK to OAC.

Marks will be assigned as follows:

Layout	40%
Use of graphics	20%
Word processing	20%
Creativity	10%
Accuracy	10%

BOOK CHAPTER (PAPER) 30%
There is no textbook for this course, so we will create our own. Using one of the suggested topics below, or a topic of your own, create a chapter of no less than 2000 words.

Marks will be assigned as follows:

Topic Meeting	10%
Content	40%
Organization	20%
Creativity	10%
Accuracy	10%
Word processing	10%

SUGGESTED TOPICS:

How computers work.   Comparison of IBM, APPLE and ICON computers.
Peripheral devices and their use.   Data storage.   How computers work in my classroom: a case study.
How computer helped/hindered my special needs student: a case study.
Computer games: do they have educational value?   Computers and the learning disabled.
Utility programs - how to manage your software.   Computers and the young child/older
                                                       child/adolescent/adult/elderly.
How the Sault Board of Education sees the use of computers in local schools.
Common mistakes in computing - solutions.   Computers are just toys and have no place in the classroom!
Possible hardware for the challenged.   A topic of your own.

COMPUTERS IN EDUCATION (ED 262)

SOFTWARE AND HARDWARE EVALUATION (35%)
Working in teams, you will design an evaluation form and evaluate 20 different software packages. Your results are to be handed in as a team (one copy) and your team is to choose 1 software packages and present them to the class. Your team will need to justify your evaluation form, your criteria, your choices and your conclusions during the presentation.
Marks will be assigned as follows:

Evaluation form	40%
Written evaluations	30%
Presentation	20%
Group work	10%

VI.   **PRIOR LEARNING ASSESSMENT**
Students who wish to apply for advanced credit in the course should consult the instructor.

VII.   **REQUIRED STUDENT RESOURCES**
None

VIII. **ADDITIONAL RESOURCE MATERIALS** (available in the College library or the Internet)
Titles given during the semester.

IX.   **SPECIAL NOTES**
Students will special needs are encouraged to discuss required accommodations confidentially with the instructor.

Your instructor reserves the right to modify the course as he/she deems necessary to meet the needs of students.