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: ______

APPROVED: ___________________________  Date: __________
Dean

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

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Layout</td>
<td>40%</td>
</tr>
<tr>
<td>Use of graphics</td>
<td>20%</td>
</tr>
<tr>
<td>Word processing</td>
<td>20%</td>
</tr>
<tr>
<td>Creativity</td>
<td>10%</td>
</tr>
<tr>
<td>Accuracy</td>
<td>10%</td>
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</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Topic Meeting</td>
<td>10%</td>
</tr>
<tr>
<td>Content</td>
<td>40%</td>
</tr>
<tr>
<td>Organization</td>
<td>20%</td>
</tr>
<tr>
<td>Creativity</td>
<td>10%</td>
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<tr>
<td>Accuracy</td>
<td>10%</td>
</tr>
<tr>
<td>Word processing</td>
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SUGGESTED TOPICS:
How computers work.
Peripheral devices and their use.
Data storage.
How computers work in my classroom: a case study.
Computer games: do they have educational value?
Utility programs - how to manage your software.
Comparison of IBM, APPLE and ICON computers.
How computer helped/hindered my special needs student: a case study.
How the Sault Board of Education sees the use of computers in local schools.
Common mistakes in computing - solutions.
Possible hardware for the challenged.
Computers and the learning disabled.
Computers and the young child/older child/adolescent/adult/elderly.
Computers are just toys and have no place in the classroom!
A topic of your own.
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 package 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:

<table>
<thead>
<tr>
<th>Evaluation form</th>
<th>40%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Written evaluations</td>
<td>30%</td>
</tr>
<tr>
<td>Presentation</td>
<td>20%</td>
</tr>
<tr>
<td>Group work</td>
<td>10%</td>
</tr>
</tbody>
</table>

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 with 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.