# COURSE OUTLINE

**COURSE TITLE:** COMPUTERS IN EDUCATION  
**CODE NO.:** ED 262  
**SEMESTER:** II  
**PROGRAM:** TEACHERS' ASSISTANT  
**INSTRUCTOR:** SUE BARBER  
**DATE:** JANUARY 1996  
**PREVIOUS OUTLINE:** SEPT. 1995  

**NEW:**  
**REVISED:** _____

**APPROVED:**  
Kitty DeRosario, Dean  
School of Human Sciences &  
Teacher Education  

**NOTE:** Do not discard this outline. It will be required by other educational institutions if you are attempting to obtain credit for this course.
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 hardware and 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.

- 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
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. The quizzes are to be typed in WORDPERFECT and submitted on disk.

SCHOOL NEWSPAPER (15%)
Using a graphics and word processing package or newspaper design package, you will design a 4 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. You newspaper must include graphics and text in a readable format. It can be submitted in a photocopy ready state.

Marks will be assigned as follows:
Layout 40%
Use of graphics 20%
Word processing 20%
Creativity 10%
Accuracy 10%
COMPUTERS IN EDUCATION (ED 262)

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 1000 words. Your paper must be correctly referenced and must be typed on WORDPERFECT and submitted on your own disk.

Marks will be assigned as follows:
Content 40%
Organization 20%
Creativity 10%
References 10%
Word processing 20%

SUGGESTED TOPICS:
How computers work.
How computer helped/hindered my special needs student: a case study.
Computer games: do they have educational value? Computers and the learning disabled.

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.

SOFTWARE AND HARDWARE EVALUATION (35%)
Working in teams of 2, 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 (either a favourite or a least favourite) and present it to the class. Your team will need to justify your evaluation form, your criteria, your choices and your conclusions during the presentation. The evaluations criteria and the evaluations are to be typed in WORDPERFECT and submitted on disk.

Marks will be assigned as follows:
Evaluation form 50%
Written evaluations 30%
Presentation 20%

ALL ASSIGNMENTS ARE TO BE SUBMITTED BY MONDAY, APRIL 29, 1996
VI. PRIOR LEARNING ASSESSMENT
Students who wish to apply for advanced credit in the course should consult the instructor.

VII. REQUIRED STUDENT RESOURCES
Each student must purchase a 3 1/2 inch floppy high density diskette. It is to be labelled with the student's name, student number and (optionally) phone number and used to submit all assignments and quizzes. It is highly recommended that the student purchase an additional diskette to use as a backup of all assignments.

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.