

COMPUTERS IN EDUCATION**ED 262**

- TIME:** 3 hours/week
- TEXT:** WordPerfect 5.1 Notes (Available in Campus Shop)
- SUPPLIES:** Two 5 1/4" Diskettes

COURSE OVERVIEW:

The Computers in Education course is designed to provide an opportunity for the student to become familiar with IBM, Apple, and ICON computer operation and related software available for educational purposes. The intent is to increase computer literacy and develop an understanding of the role of computers in the educational system.

PERFORMANCE OBJECTIVES:

Upon successful completion of this course the student will be able to:

1. Define the basic components of a personal computer and describe the functions of each component.
2. Demonstrate the proper operation on an IBM (or compatible), Apple (IIfx, IIfx), and ICON computer, including basic troubleshooting and maintenance procedures.
3. Identify the criterion for effective software evaluation.
4. List the most commonly used educational and special needs software packages and provide an evaluation of their application in the educational system.
5. Discuss the current trends and issues regarding the use of computers in education.

COURSE CONTENT:

Review of computer components
Review of operating systems and word processing software
Comparison of IBM, Apple, and ICON computers
Software evaluation methodology
The role of computers in education
Issues and challenges for the computer educator
Future trends in the role of computers in education

STUDENT EVALUATION:

Software Evaluation:	50%
Topical Presentation:	30%
Final Test	20%

Each of these requirements is described as follows:

SOFTWARE EVALUATION (50%)

The student will provide a written evaluation of a minimum of twenty separate educational software programs and associated documentation. The evaluation process will be done in groups, however each student will be responsible to submit their own evaluation sheets prepared using WordPerfect 5.1. During the term, each student will also present one evaluation to the class.

TOPICAL PRESENTATION (30%)

The student will pick a topic of their choice on the use of computers in education and present it to the class. The presentation outline should be typed using WordPerfect 5.1 and submitted. Please clear the topic with the instructor first.

Suggested topics:

"Computer games: Do they have educational value?"

"Computers and the learning disabled"

"Introducing computers into the school"

"Choosing the right computer system for the educational environment"

FINAL TEST (20%)

A written test will be given at the end of the semester covering any material discussed in class. Emphasis will be on basic computer knowledge and software evaluation techniques.

GRADING:

A+	90-100%
A	80-89%
B	70-79%
C	60-69%
R	0-59%

NOTES:

1. This is a hands-on course with minimal lecture time. Most of the classroom time will be spent on software evaluation and presentations.
2. Software evaluation on the Apple and ICON computers will be done in the Learning Assistance Center and may be subject to changes in schedule.
3. Students are encouraged to suggest software packages for evaluation which they may come across in their field assignments.