

Course Title:	Information and Communication Technology
Head of Department:	Ms. Maria Azfar
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Cycle/Division:	Middle School
Grade Level:	6
Credit Unit:	
Duration:	1 Year (2 Semesters) 2 Periods Per Week
Course Prerequisites:	NIL

<u>Department's Vision:</u>	<ul style="list-style-type: none"> Preparing students to participate creatively in the establishment, sustenance and growth of a rapidly developing and changing digital world.
<u>Department's Mission:</u>	<ul style="list-style-type: none"> Imparting practical and theoretical knowledge by hands on digital devices to develop the ability to use up to date computing skills of technology that will help them excel in all subjects as well as everyday life.

COURSE DESCRIPTION:

In this course the students will become familiar with the job of a travel agent. They will consider how travel has changed the way people live and work. The students will select a destination and begin to research facts about the location. This will be organized in Microsoft Word and Microsoft PowerPoint. The students will also become well aware of the theoretical topics such as Information System, Impact of Computers on Society, Networking, E-Commerce and Internet Security.

- GENERAL COURSE LEARNING OBJECTIVES:**
- The students will be able to:
- know the main components of a computer and how computer system works
 - Identify input/output devices and differentiate storage devices from each other
 - Know the impact of computer on society
 - Determine the factors to consider when buying a computer
 - Recognize different types of computer networks and what it consists of
 - Illustrate the different types of topology
 - Enumerate and explain the requirements needed in order to connect the Internet
 - Understand and give the meaning of E-commerce

- Explain about computer viruses and identify general symptoms of a virus infection.
- Know about computer ethics
- Research a travel destination
- Prepare Slide master design
- Plan a travel itinerary
- Create a MAP that shows travel destination
- Create a slide with hyperlinks to websites

I.

STANDARDS/BENCHMARKS:

❖ **PK-2.TC. Technology Operations and Concepts**

3. recognize and name the major hardware components in a computer system (e.g., computer, monitor, keyboard, mouse, printer)

❖ **3-5. TC. Technology Operations and Concepts**

1. use basic input and output devices (e.g., printers, scanners, digital cameras, video recorders, projectors)

❖ **3-5.DC. Digital Citizenship**

1. discuss scenarios involving acceptable and unacceptable uses of technology(e.g., file-sharing, social networking, text messaging, cyber bullying, plagiarism)

5. Digital Citizens. I, M, T Skills

2. recognize issues involving ethical use of information (e.g., copyright adherence, source citation)

❖ **3-5.CI. Creativity and Innovation**

2. Use a variety of technology tools and applications to demonstrate his/her creativity by creating or modifying works of art, music, movies, or presentations.

❖ **3-5.RI. Research and Information Fluency**

2. Use digital tools to find, organize, analyze, synthesize, and evaluate information.

❖ **6-8.TC. Technology Operations and Concepts**

4. know how to create and use various functions available in a database (e.g., filtering, sorting, charts)

❖ **6-8.CI. Creativity and Innovation**

2. Create an original project (e.g., presentation, web page, newsletter, information brochure)

using a variety of media (e.g., animations, graphs, charts, audio, graphics, video) to present content information to an audience

❖ **6-8.CT. Critical thinking, Problem solving, and decision making**

2. Evaluate available digital resources and select the most appropriate application to accomplish a specific task (e, g., word processor, table, outline, spreadsheet, presentation program).

❖ **6-8.DC. Digital Citizenship**

1. discuss scenarios involving acceptable and unacceptable uses of technology(e.g., file-sharing, social networking, text messaging, cyber bullying, plagiarism)

5. Digital Citizens. I, M, T Skills

2. recognize issues involving ethical use of information (e.g., copyright adherence, source citation)

II.

RESOURCES:

- ✓ Techno Travel (Book for Practical)
- ✓ MS Word
- ✓ MS PowerPoint
- ✓ Technokids Workbook
- ✓ ICT Lab
- ✓ Projector
- ✓ Smart Board
- ✓ PCs
- ✓ FROGOS
- ✓ Techno Manage Website
- ✓ Server Space
- ✓ USB

III.

COURSE OUTLINE:

Semester 1:

<u>Chapter's #</u>	<u>Chapter (Practical)</u>	<u>Lesson(s)</u>
1	Select a Travel Destination <i>(Techno Travel)</i>	• Become a Travel Agent
		• Research a Travel Advertisement
		• Save a Map of the Travel Destination
		• Slide Master Design
		• Create the introduction slide
2	Travel Advertisement <i>(Techno Travel)</i>	• Introduction to Microsoft PowerPoint
		• Slide Master Design
		• Create the Introduction Slide
3	Travel Itinerary <i>(Techno Travel)</i>	• Plan a Travel Itinerary
		• Create a Travel Itinerary
<u>Chapter's #</u>	<u>Chapter (Theory)</u>	<u>Lesson(s)</u>
1	Information System <i>(Techno Workbook Grade 6)</i>	• How the computer system works
		• Main components of a computer
		• Inside the computer
2	Input/output Devices <i>(Techno Workbook Grade 6)</i>	• Input devices
		• Output devices
		• Storage devices
3	Impact of Computers on Society <i>(Techno Workbook Grade 6)</i>	• Communications at Work
		• Impact on Health and Education
		• Effect on Younger Generation
		• Ownership of Information
		• Right to Privacy
		• Frauds and Hackers

Semester 2:

Chapter's #	Chapter (Practical)	Lesson(s)
4	Places to Visit <i>(Techno Travel)</i>	• Use slide view to create a slide
		• Use outline view to create a slide
5	Points of Interest <i>(Techno Travel)</i>	• Create a Map that shows Travel Destination
		• Create a slide with hyperlinks to websites
6	Attract Tourists <i>(Techno Travel)</i>	• Edit the travel advertisement
		• Set the advertisement to play as show on a kiosk
		• Print the advertisement as a handout
Chapter's #	Chapter (Theory)	Lesson(s)
5	Computer Network <i>(Techno Workbook Grade 6)</i>	• Creating a Computer Network
		• Components of a Network
		• Different Types of Cables
		• Types of Network
		• Advantages and Disadvantages of a Network
		• What is a Protocol?
6	Network Topology <i>(Techno Workbook Grade 6)</i>	• Types of Topology
		• Consideration when Choosing a Topology
8	Introduction to E-Commerce <i>(Techno Workbook Grade 6)</i>	• E-Commerce
		• Advantages of E-Commerce
		• E-commerce Sites and Ethics
9	Computer Virus <i>(Techno Workbook Grade 6)</i>	• General Symptoms of a virus
		• Source of Virus
		• How to Prevent a Virus Infection
		• Anti-Virus Software

10	Computer Ethics and Crime <i>(Techno Workbook Grade 6)</i>	• Computer Ethics
		• Copyright
		• Software Privacy
		• Computer Security

IV.

GRADING:

Grading Policy/ Assessment Tools:

- Quiz
- Graded Classwork
- Graded Worksheet
- Project
- Portfolio
- Class Participation

➤ **Grade Distribution:**

<u>Semester 1</u>		<u>Semester 2</u>	
<u>Assessment</u>	<u>Points/Weight</u>	<u>Assessment</u>	<u>Points/Weight</u>
Quiz	15	Quiz	15
Graded Classwork	15	Graded Classwork	15
Graded Worksheet	10	Graded Worksheet	10
Project	10	Project	10
Portfolio	10	Portfolio	10
Class Participation	10	Class Participation	10
Exam	30	Exam	30



Cross-Curricular Project(s):

- 1 project per semester that is integrated with two or more subjects depending on the topic.
- Integration week where students work in order to learn an ICT concept in multiple ways across English, Science, Math and Art.