Computer Studies Scheme

J. S. 1

S/N	TOPICS	CONTENT
1	Technology of Different information Ages	Different Ages i. Stone Age ii. Iron Age (Hoe and cutlass) iii. Middle Age (Feather pen & ink) iv. Industrial Age (machine) v. Electronic Age, Computer and Internet
2	Data and Information	1. Meaning, Sources and Examples of:- i. Data ii. Information 2. Qualities of good Information i. Accurate ii. Meaningful iii. Comprehensive i. Relevant ii. Timely iii. suitable
3	Information Transmission	1. Ancient Methods of Transmitting information :- i. Oral ii. Beating drums iii. Fire lighting iv. Town crying v. Whistling vi. Drawing diagrams vii. Making representations 2. Modern Method of Transmitting Information :-

		i. Prints
		ii. Telephone
		iii. Telex
		iv. Radio
		v. Television
		vi. Fax
		iv. Satellite
		v. Internet
		vi. GSM
		3. Classification of means of Transmitting information
		  i. Electronic
		  ii. Non-electronic
		4. Modes of Receiving Information
		  i. Audio
		  ii. Visual
		  iii. Audio–visual

4	Information Evolution	Evolution of Information and communication Technology (ICT) :-
		  i. Invention of printing
		  ii. Invention of radio and television
		  iii. Invention of computer
		  iv. Linking up of computers with Information and Communication Technology (ICT)

5	Data Processing	1. Definition of Data Processing
		2. Data processing Cycle:
		  i. Data Gathering
		  ii. Data Collation
		  iii. Input Stage
		  iv. Processing Stage
		  v. Storage stage
		  vi. Output stage
		3. Importance of the computer as a tool for processing data:-
		  i. Increased accuracy
		  ii. Efficient storage facilities
		  iii. Fast access to information

		iv. Handles repetitive tasks

| 6 | Historical Development of Computers | i. Sticks, early counting devices
ii. Pebbles, fingers, stones
iii. Cowries etc.
2. Mechanical counting and calculating devices:-
    i.   Abacus
    ii.   Slide rule etc.
3. Electro-mechanical counting devices:-
    i.   John Napier bone
    ii.   Blaire Pascal Machine
    iii.   Gottfried Leibniz Machine
    iv. Joseph Jacquard loom
    v.   Charles Babbage analytical Machine
    vi. Philip Emeagwali
4. Electronic counting devices and Modern Computer:
    i.   Herman Hollerth Punch Cards
    ii.   John Von Neumann Machine
    iii.   Modern Machines
5. Generations of computers:
    i.   First
    ii.   Second
    iii.   Third
    iv.   Fourth
    v.   Fifth generations |
| 7 | Basic Computer Concepts | 1. Definition of a computer
2. Description of a computer as input – |

		process-output (IPO) system
		3. Parts of a computer system:
		i. System unit
		ii. Monitor (VDU)
		iii. Keyboard
		iv. Mouse
		v. Printer
		vi. Speakers
		4. Input devices
		i. Keyboard
		ii. Mouse
		iii. Scanner
		iv. Light Pen etc
		5. Output devices
		i. Monitor (VDU)
		ii. Printer
		iii. Speaker etc
		6. System unit
		i. Central processing unit
		ii. Memory unit
8	Input Devices	Function of Input Devices
		1. Keyboard
		2. Mouse
9	Output Devices	Function of Output devices:
		i. Monitor
		ii. Printer
10	System Unit	Functions of:
		i. Central Processing Unit (Arithmetic and logic unit-ALU, Control Unit, main memory

11		System shutdown, system start up, cold booting, warm booting.
12	Word Processing	1. Definition
		2. Uses of word processor
		3. Examples of word processor
		4. Loading and exiting word

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		processor 5. Creating, saving and retrieving file

13	ICT Application in Everyday Life	1. Uses of ICT
		   i. Communication
		   ii. Timing and control
		   iii. Information processing/management
		2. ICT and society

14	Computer Ethics	1. Computer room Management Ethics
		   i. Maintaining dust-free environment
		   ii. Appropriate ventilation
		   iii. Appropriate lighting system
		   iv. Setting computer