

21st April 2020

Internet Course

Name of the course: Internet Foundations

Why should you study Internet Foundations? (Learning Objectives)

Part One –

1. The learner shall be able to produce a working definition of the Internet.
 - a. Teaching Method – Definition sourced from *Wikipedia*, presented in slide form for self learning.
 - b. Teaching Materials – Self Learning Slides (SLS), internet connectivity on desktop or laptop computer.
 - c. Evaluation – Student can write down a correct definition.
2. The learner shall able to list the various uses of the internet. The learner shall demonstrate how to use the internet for various personal benefits.
 - a. Teaching Method – Instructor summarized uses of internet into notes handed to learners. (interactive lecture or self instructional pages on web) Slide examples will be presented showing the learner personal benefits of the internet and the learner will be required to complete an exercise where he/she will demonstrate what was learned.
 - b. Teaching Materials – Notes sourced from various references, internet connectivity on desktop or laptop computer.
 - c. Evaluation – The learner can note down the various internet uses correctly. The learner is to show how the internet can be beneficial in various situations.
 - d. Lesson content –
 - i. Information Sharing. Procedural steps available (in slides).
 1. How to download.
 2. How to share.
 3. How to upload.

- ii. Operate and maintain an email address – elementary know how. Quick demonstration on creating an address and understanding its features and keys for its functionality.
 - 1. Email conferencing.
 - 2. Chatting
 - 3. Managing spam
 - 4. Password management
- iii. The course will show you how to allay your anxieties when shopping on the internet. Internet shopping security features.
 - 1. Internet shopping dos and don'ts.
 - 2. How to determine a real website from a fake one.
 - Quantity of goods sold (i.e. it is easier for a scammer to advertise fake goods on a website to take money and not deliver the goods.) A big website like eBay sells many goods and merchants are rated according to previous sales track record.
 - 3. List the advantages and disadvantages of using credit cards.
 - POS machines and their convenience.
 - 4. Methods of delivery for internet purchases.
 - 5. How cash transfers are handled on the internet.
 - Phone money transfer systems.
 - Credit card.
 - 6. Retrieving money that has been wrongly transferred.
- iv. Internet based research.
 - 1. Demonstrate how the art of simplification is beneficial when searching for information on the internet.
 - 2. Learn how to list information that you want to obtain. (i.e. on the computer and on paper)
- v. Internet Games.
 - 1. Benefits and disadvantages of playing online games.
 - 2. VR (Virtual Reality) games.
- vi. How to advertise on the Internet.
- vii. Online Schools.
 - 1. Searching for courses searching for schools.
 - 2. Following procedures for registering.
 - 3. Checking for school accreditation.
- viii. Entertainment via the internet.
 - 1. How to protect yourself from watching corruptive entertainment.

2. Watching Movies, Cartoons, Animations, Documentaries, etc.
3. Listening to music.
- ix. Downloading software.
 1. Risks of downloading.
 2. Maximize the use of automatic updates.
 3. Applications to download:
 - For Office: (e.g. Microsoft Word, Excel, Access (similar to GIT, group of computers able to interact and edit single information by more than one person), Publisher, One Note, etc.)
 - Games: (e.g. Stronghold, Tarzan, etc.)
 - Graphics Design: (e.g. Adobe Photoshop, Adobe PageMaker, Corel Draw, Blender, etc.)
 - Entertainment: (e.g. Windows Media Player, VLC Media Player, Virtual DJ, etc.)

Part Two -

3. The learner shall demonstrate how to use computers.
 - a. Teaching Method – Demonstration and return demonstration.
 - b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – End of unit exercises will assess the learners understanding of computer use.
 - d. Lesson content –
 - i. How to use a laptop.
 - ii. How to use a desktop.
 - iii. How to use a computer function in a phone.
 - iv. Computers in cars.
 - v. Computers in airplanes.
 - vi. Computers in aerospace.
 - vii. Virtual reality computing.

Part Three –

4. The learner shall be able to define computerized data and information management.
 - a. Teaching Method – Definition sourced from *Wikipedia*, presented in slide form for self learning.

- b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – End of unit exercises to test learner’s knowledge.
- 5. The learner is to demonstrate the different computer networks available.
 - a. Teaching Method – Instructor researched material will be displayed in slides for instruction.
 - b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – The learner can give a practical demonstration in words.
- 6. The learner is to show what internet protocols are.
 - a. Teaching Method – Definition sourced from *Wikipedia*, presented in slide form for self learning.
 - b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – Learner can write down the correct definitions.
- 7. The learner is to demonstrate the importance of using terms in context.
 - a. Teaching Method – Definition sourced from *Wikipedia (Defining Bootstrap and booting in computers, then comparing the similarities between the two)*, presented in slide form for self learning.
 - b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – Practical demonstration.
- 8. The learner is to show how computers internet with each other.
 - a. Teaching Method – Lecture material prepared by the instructor presented in slide form.
 - b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
 - c. Evaluation – Practical demonstration.
 - d. Lesson content –
 - i. Computer Network – One or more computers connected together for the purpose of Data Communication.
 - ii. Data (information stored on computers).
 - iii. Network Topology – The way in which computers are connected in a given network.

Note:

- 1. Logical Topology * the way digital signals are carried on a network.
 - 2. Physical Topology * the way computers appear or look like, when connected (i.e. cables, switches, routers, and computers.)
 - 3. Internet Protocols * set of rules governing how messages, videos, pictures, documents, etc. are sent over a Network.
- 9. The learner is to show what the different parts of an internet address structure mean.

- a. Teaching Method – Lecturer notes handed to learners, presented in slide form for self learning.
- b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
- c. Evaluation – Learner is to provide a practical demonstration.

10. Demonstrate how to use an Internet Browser.

- a. Teaching Method – Pictorial slides illustrating how to use a browser, self learning.
- b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
- c. Evaluation – Practical demonstration.
- d. Lesson content –
 - i. Open a Browser.
 - ii. Surf the web.
 - iii. Save web documents.

11. The learner is to demonstrate use of the web help functions on your web browser

- . a. Teaching Method – Pictorial slides, self learning.
- b. Teaching Materials – SLS, internet connectivity on desktop or laptop computer.
- c. Evaluation – Practical demonstration.

