Subject: Computer Studies

class: JSS1

Term: First Term

Week 9

**Topic: ICT Application in Everyday Life (Continuation)** 

#### **©** Lesson Objectives

By the end of this lesson, students should be able to:

- 1. Explain additional uses of ICT in various sectors.
- 2. Identify examples of ICT tools/devices used in different areas of life.
- 3. Describe the influence of ICT in work, education, and entertainment.

### Introduction

This week, we continue exploring how **ICT** is used in everyday life, especially in different sectors of society such as business, government, security, transportation, and entertainment.

#### I. ICT in Business and Commerce

ICT has revolutionized the business world.

## Applications:

- Online shopping platforms (e.g., Jumia, Amazon)
- Digital advertising and marketing
- Online payment platforms (e.g., Paystack, Flutterwave)
- Customer service (live chats, chatbots)
- Use of business software for accounting and inventory



- Computers
- Barcode scanners
- E-commerce websites
- POS machines

### II. ICT in Government and Administration

## Applications:

- · Digital record keeping
- National ID and registration systems
- Online tax payment and documentation
- e-Government services (NIMC, INEC registration portals)

### Tools:

- Databases
- Biometric systems
- Online portals
- Public websites

#### 🚔 III. ICT in Security

## Applications:

- CCTV surveillance
- Biometric identification (fingerprint, facial recognition)
- Communication tools for emergency response
- Crime tracking and forensic analysis

### Tools:

Security cameras

- Fingerprint scanners
- Police radios and digital communication tools

### # IV. ICT in Transportation

### Applications:

- GPS and digital maps for navigation
- Online ride-hailing services (e.g., Uber, Bolt)
- Traffic control systems
- Airline and bus reservation systems

### Tools:

- GPS devices
- Traffic lights with timers
- Online ticketing apps

#### V. ICT in Entertainment and Social Life

## Applications:

- Streaming of music and movies
- Online gaming and virtual reality
- Social media platforms (e.g., TikTok, Instagram, WhatsApp)

#### Tools:

- Smartphones
- Smart TVs
- Gaming consoles
- Laptops with internet access

# VI. Benefits of ICT in Everyday Life

- Saves time and effort
- Improves accuracy and record-keeping
- Promotes easy communication
- Facilitates learning and teaching
- Creates employment opportunities