PABLO

Course Title	COMPUTER LITERACY (2 CREDITS)			
Course Code	UENR 103			
Purpose and Objectives	 This course provides the students with the following; familiarization with both computer hardware and software demonstrate an understanding of the role computers play in our lives now and in the future; demonstrate knowledge of application software functions. use a graphic interface; Format and edit word processing documents; Use excels data storage, graphing and mathematical functions; Maintain database files and create data base reports understand the importance of micro controllers, processors, programming, digital logic, coding, embedded systems and networking in the functioning of computers solve simple societal problems using development board incorporating computer software and hardware systems. 			
Content	This course abrase the student with knowledge of how computers work. The software and hardware part of computer will be considered. Opportunities for hands-on experience using microcomputer applications, micro-controller and development board will be included. The various part computer systems, electronic/logic design and how they interact are studied with the aim of providing a mental picture of how data is treated by a computer. Computer maintenance and fault diagnosis are part of this course. Software applications in document editing, database organization, graphing, presentation, drawing, mathematical analysis of data with functions are introduce to students. Software to be used to achieve the above include Microsoft Office word processing, Excel, Presentation, Access database management systems and web apps. Students will be introduced to different Operating System (OS), editors, programming languages and useful development in the software space. Computer literacy introduce student to computer networking and new development in networking. Students will identify networking terms, understand how data transmit over the network, the internet, data protect privacy, security, ethics and future of technology. Digital Representation is another important part of this course. A major part of this course is students building a project that uses the knowledge of computer literacy, software and hardware (micro controller base) to solve a societal problem. This course includes a broad series of lessons and activities that offer a variety of modalities for ultimate student engagement and content retention.			
Course Delivery	Lectures, tutorials, seminars and laboratory practical.			
Week No.	Date Lecture Course	Venue	Assessment	
1	Introduction to computer literacy O.J	SH 8/ LT10	Exercise	
2	Introduction to Computer software and hardware systems and their functions O.J	SH 8/ LT10	Exercise	
3	Computer software O.J	SH 8/ LT10	Quiz	

4	Computer hardware, Computer maintenance and fault diagnosis O.J	SH 8/ LT10	
5	Introduction to software applications in document editing, database organization, graphing, presentation, drawing, mathematical analysis of data. Microsoft Office Word processing O.J	SH 8/ LT10	Lab/ Exercise
6	Introduction to Microsoft Office Excel and Presentation, O.J	SH 8/ LT10	Lab/ Exercise
7	Introduction to Microsoft Office Access database management systems. O.J	SH 8/ LT10	Lab/ Exercise
8	Introduction to operating system (OS), editors, programming languages, useful development in the software space and web applications. O.J	SH 8/ LT10	Mid-Semester exams
9	Introduction to computer networking, the internet, network security and ethics O.J	SH 8/ LT10	
10	Number systems; 1's and 2's complement, binary, octal, decimal, hexadecimal. Digital logic; logic gates O.J	SH 8/ LT10	Exercise
11	Introduction to micro-computer applications, micro-controller, processors and development board. Introduction to embedded systems O.J	SH 8/ LT10	Lab
12	Project work O.J	SH 8/ LT10	Lab
13	Project presentation O.J	SH 8/ LT10	Presentation
14	Revision		
15 - 16	Examination (60%)		

O.J = Owusu Joseph

Reading Material (new)

- Shelly Cashman Series Discovering Computers & Microsoft Office 365 & Office 2016: A Fundamental Combined Approach 1st Edition, ISBN-13: 978-1305871809, ISBN-10: 1305871804, Cengage Learning; 1st edition (February 16, 2016)
- Jennifer T. Campbell, Steven M. Freund, Mark Frydenberg, Mary Z. Last, Philip J. Pratt, Computers Made Easy: From Dummy to Geek, James Bernstein, ISBN-10: 1983154830 ISBN-13: 9781983154836, Independently published (June 12, 2018)

- Jamrich Parsons, Dan Oja, Practical Computer Literacy, ISBN-10: 128507677X, ISBN-13: 9781285076775, Cengage Learning, 4th edition, 2013.
- Connie Morrison, Dolores Wells, Lisa Ruffolo; Computer Literacy BASICS: A Comprehensive Guide to IC3, ISBN-13: 978-1285766584, ISBN-10: 128576658X, Cengage Learning; 5th edition, 2014.
- Deborah Morley, Charles S. Parker, Understanding Computers: Today and Tomorrow: Comprehensive, ISBN-10: 1305656318, ISBN-13: 978-1305656314, Cengage Learning; 16th edition, 2016.