Date:15th April, 2019



The Management,

Dority Int’l Secondary School,

Aba,

Abia State,

**COMPUTER SCIENCE EDUCATION SERVICE**

We write to seek audience with you to discuss the introduction of Computer Programming, to the students in your highly esteemed institution.

Though commonly accepted as fact, that Computer Science is taught in all Schools, there is still a gap in application of the theoretical knowledge and also in learning the nitty-gritty of how the Computer System works which involves Computer Programming. The challenge this poses is to have these students leave the Schools and not know when and how to apply the few theoretical knowledge of Computer Science knowledge which they had acquired while in school.

We hereby iterate our confidence on the immense benefits this continual Computer Science program will be for both you as an organization and for the students. For the students, this will be growing the students’ skills and increasing opportunities for them in a world that now increasingly relies on smart computer science application while also positioning your School as one that offers premium educational content to its students and avail the students the opportunity to compete in global competitions such as the Hour of Code, Technovation Global Challenge, Google Hash Code etc.

We are therefore proposing, an approach to the application of relevant Computer knowledge in form of Computing tasks, Programming courses including Website Development, Mobile/Android App Development, Scratch Programming appropriate for each level to enable them compete with even global counterparts.

We hope you find this useful in reaching a decision to engaging our services and request that you contact the undersigned should you consider granting us an audience. We look forward to meeting with you and subsequently working with you and hereby assure you of a commitment to a professional service.

Sincerely,

**Amarachi Emmanuella Azubuike**

07035906191

For: CHIEF EXECUTIVE OFFICER

**COMPUTER SCIENCE EDUCATION PROPOSAL**

This document presents a business proposition to the management of the School to educate the Students in understanding and practical application of the fundamental principles and concepts of Computer Programming

**PURPOSE OF PROGRAMME**

A high-quality computing education equips Students to use technologically inclined thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is Computer Science, in which Students are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, Students are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that Students become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

**Aims**

Our Curriculum aims to ensure that all Students:

* Can understand and apply the fundamental principles and concepts of Computer Science, including abstraction, logic, algorithms and data representation,
* Can analyze problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems,
* Can evaluate and apply information technology, analytically to solve problems

**The programme at each phase/term will be divided into two key stages:**

**Key Stage 1**

Students will be taught to:

* Master the use of computer application packages.
* Understand what algorithms are; how they are implemented as programs on Digital Devices; and how to execute programs by following precise and unambiguous instructions.
* Create and debug simple programs.
* Use logical reasoning to predict the behaviour of simple programs.
* Use technology purposefully to create, organize, store, manipulate and retrieve digital

Content.

* Recognize common uses of information technology beyond the classroom.
* Use technology safely and respectfully, keeping personal information private.
* Identify where to go for help and support when they have concerns about content or other online technologies.

**Key Stage 2**

Students will be taught to:

* Design, Write and Debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
* Use sequence, selection, and repetition in programs; work with variables and various

Forms of input and output.

* Use logical reasoning to explain how some simple algorithms work and to detect and

Correct errors in algorithms and programs

* Use search technologies effectively, appreciate how results are selected and ranked,

And be discerning in evaluating digital content

* Select, use and combine a variety of software on a range of Digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
* Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

To achieve the above outlined key stages, IGHUB will be providing seasoned, skilled and highly experienced Tutors/Programmers/Software Developers to your school whom will be occasionally on ground as permitted by the school academic calendar/plan to teach the Students.

**Project Timeline**

|  |  |  |
| --- | --- | --- |
| **Description of Project** | **Activities** | **Duration** |
| Education | Training of Students | Termly |

**Payment**

Each student is expected to pay the sum of N2000 per term to the School, which consequently remit to Innovation Growth Hub based on the terms to be stated in a later contract which will be duly signed.

**Next Steps**

To take advantage of this proposal and proceed with the project as outlined, the Organization’s next steps should be to:

* Accept the proposal as-is
* Discuss any desired changes with us
* Finalize and sign the contract

We will be happy to make changes to the project scope on your request at any time but may be subject to additional billing.

For further inquiries, please call Amarachi on 07035906191 or send an email to amarachi@ighub.com.ng.