

# CompuScholar: Digital Savvy

## Course Syllabus and Planner

Updated May, 2018

### **Course Overview**

The CompuScholar: Digital Savvy curriculum is a one-year (two-semester) course covering required topics in most introductory "Information Technology" classes. This course has been aligned to specific course standards in a number of states.

Students should have minimal computer usage skills (e.g. keyboarding, mouse, and operating system navigation) prior to starting this course.

### **Teaching Strategies**

The course material is designed to appeal to a variety of students, from traditional learners who thrive on written text to audio-visual students who enjoy a multi-media format. All content is delivered through an online system that allows students to work seamlessly both in the classroom and at home.

### **Hands-On Activities**

Every chapter contains one or more hands-on activities that allow students to practice and demonstrate understanding of the lesson topics. A Windows or Mac OS computer is required for completion of the hands-on activities.



### Course Planner

A typical school year consists of approximately 36 calendar weeks or 180 days of school. The course plan covers approximately 164 school days, with additional time allocated for review, make-up work, individual projects and Supplemental Lessons. The suggested number of days factors in 1 day per lesson & quiz, 1 day per activity, and 1 day per test. Some classes may move faster or slower than the suggested pace.

Each chapter contains multiple lessons, quizzes and a chapter test in addition to the listed Activity assignments. Teachers may utilize Supplemental Lessons as desired to meet state standards or student interest. Team Projects and other assignments may be adjusted to fit the available time.

Days	Reading and Objectives	Activities
6	Chapter One: Fundamentals of Computer	Using Peripherals
	Hardware	
	Types of Computers	
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	Basic Computer Hardware	
	Understanding Peripherals	
	Computer Origins	
7	Chapter Two: Fundamentals of Computer	Application Inventory
	Software	
	Software Categories	
	Types of Applications	
	Web Browsers	
	Running Applications Successfully	
	Emerging Digital Trends	



Days	Reading and Objectives	Activities
5	<ul> <li>Chapter Three: Operating Systems</li> <li>Popular Operating Systems</li> <li>Managing Your OS</li> <li>Managing Your Applications</li> </ul>	OS Report
5	<ul> <li>Chapter Four: Computer Files</li> <li>Understanding Files and Folders</li> <li>Managing Files on Your Computer</li> <li>File Associations</li> </ul>	Savvy Folders
5	<ul> <li>Chapter Five: Computer Maintenance and Troubleshooting</li> <li>Taking Care of Hardware</li> <li>Software Upgrades and Data Backups</li> <li>Finding and Fixing Problems</li> </ul>	Problem Solver
8	<ul> <li>Chapter Six: Computer Networks</li> <li>Network Hardware</li> <li>Connecting Computers</li> <li>Network Addressing</li> <li>Internet Clients and Servers</li> <li>Internet Domains and URLs</li> <li>Internet Protocols</li> </ul>	Domain Name Research



Days	Reading and Objectives	Activities
5	<ul> <li>Chapter Seven: Search Engines</li> <li>Using Search Engines</li> <li>Search Results</li> <li>Verifying and Citing Sources</li> </ul>	Search Report
7	<ul> <li>Chapter Eight: Computer Security</li> <li>Protect Yourself Online</li> <li>Security Strategies</li> <li>Security Technologies</li> <li>Ethical Computing</li> <li>Intellectual Property</li> </ul>	Security Sweep
10	<ul> <li>Chapter Nine: Word Processing</li> <li>Word Processing Software</li> <li>Creating, Editing and Saving</li> <li>Formatting and Styling Documents</li> <li>Proofreading and Searching</li> <li>Images, Tables and More</li> <li>Printing and Version Tracking</li> <li>References and Links</li> </ul>	A Professional Letter  Formatting a Research Paper



Days	Reading and Objectives	Activities
11	Chapter Ten: Spreadsheet Programs	Checkbook Formatting
	Spreadsheet Software	Checkbook Calculations
	Creating, Editing and Saving	Checkbook Charts
	Rows, Columns and Worksheets	Checkbook Charts
	Formatting Cells	
	Searching and Sorting Data	
	Calculations and Functions	
	Visualizing Data with Charts	
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9	Chapter Eleven: Presentation Programs	Starting Your Presentation
	Presentation Software	
	Creating Presentations	
	Formatting Slides	Finishing Your Presentation
	Special Effects	
	Tables, Charts and Graphs	
	Giving a Presentation	
8	Chapter Twelve: Database Technology	Music Database
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	Basic Database Concepts	Music Reports
	The Relational Model	
	Creating Tables	
	Inserting and Selecting Rows	
	Producing Reports	



Days	Reading and Objectives	Activities
5	Chapter Thirteen: Project Management and Teamwork  Working as a Team  Managing Projects Solving Problems	Project Planning
10	Chapter Fourteen: Mid-Term Project  • Kickoff	Project Planning Project Implementation Project Delivery
5	<ul> <li>Chapter Fifteen: Digital Images</li> <li>Drawing on Your Computer</li> <li>Editing Photos</li> <li>Sharing Images</li> </ul>	Image Editing
5	<ul> <li>Chapter Sixteen: Internet Communications</li> <li>Email</li> <li>Instant Messaging</li> <li>Audio and Video Chats</li> </ul>	Sending Messages
5	<ul> <li>Chapter Seventeen: Social Media</li> <li>Facebook and Google+</li> <li>Twitter and Instagram</li> <li>YouTube</li> </ul>	Social Media Posts



Days	Reading and Objectives	Activities
6	<ul> <li>Chapter Eighteen: More Social Media</li> <li>Pinterest</li> <li>Blogs</li> <li>LinkedIn</li> <li>Online Safety</li> </ul>	Create a Blog Post
5	<ul> <li>Chapter Nineteen: Creating Web Pages</li> <li>Getting Started with HTML</li> <li>Essential HTML Symbols</li> <li>HTML File Layout</li> </ul>	Beginning Web Page
6	<ul> <li>Chapter Twenty: Web Page Design</li> <li>Body Elements</li> <li>Using Colors</li> <li>Design Rules</li> <li>Web Editing Tools</li> </ul>	Formatted Web Page
5	Chapter Twenty-One: Web Links, Images and Animation  Adding Hyperlinks Using Images Adding Animation	Final Website



Days	Reading and Objectives	Activities
5	Chapter Twenty- Two: Programming Concepts  Common Programming Languages Getting Started with Scratch Building Algorithms with Flowcharts	Scratch Effects
5	<ul> <li>Chapter Twenty- Three: Digital Logic</li> <li>Using Data</li> <li>Loops</li> <li>Making Decisions</li> </ul>	Making Change
6	Chapter Twenty-Four: Careers and Professional Skills  Computer Career Opportunities Professionalism in the Workplace Workplace Safety	Exploring Computing Careers
10	Chapter Twenty-Five: Team Project  • Kickoff	Project Planning Project Implementation Project Delivery
	Supplemental Lessons	
	Integrate as desired	