Ministry of Higher Education and Scientific Research Scientific Supervision and Scientific Evaluation Apparatus Directorate of Quality Assurance and Academic Accreditation Accreditation Department



## **Course Description Guide**

## **Course Description Form**

Course Name:						
Computers 1						
Course Code:						
CS-161, CS-162						
Semester / Year:						
2024-2025						
Description Preparation Date:						
26-10-2024						
Available Attendance Forms:						
Theoritical and Practical / First Year,						
Number of Credit Hours (Total) / Number of Units (Total)						
Number of Study Hours (30) / Number of Units (2)						
Course administrator's name (mention all, if more than one name)						
Name: Ass. Lec. Kawther Kanaan Saleh						
Email: kawther.kanaan@alzahraa.edu.iq						
1. Course Objectives						
Course Objectives Students successfully completing this course will be able to:	· · ·					
	Utilize the computer for fundamental tasks.					
	Identify and discuss the hardware components of the computer system.					
	Creating documents using a word processor and creating presentations.					
	Conducting research on the Internet.					
An introduction to Artificial Intelligence						
2. Teaching and Learning Strategies						
StrategyBrainstorming strategy						
-Teamwork strategy						
-Discussion strategy						
-Case study strategy - inductive teaching strategy						
- inductive teaching strategy - concept mapping strategy						
-Practical field training strategy						
-Self—learning strategy						
3. Course Structure						
Week Hours Required Learning Unit or subject name Learning Evaluation	on					
Outcomes method method						
1 -2 2 Hardware and software Through						
To enable the students   concepts   andits   delivering   Quizzes	,					
to know the componentsApplications lectures in the lab oral						
Introduction to the Information Connecting and explaining examination	ion					

devicesInputand

&Hardware Terminal In

the processing unit Central

output

PowerPoint

with

presentations

about computers

images

Midterm

Exams

computer

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3-4-5-6	4	To enable the students to know Computer Components	Computer parts, types of memory,volatile memory,non-volatile memory,secondary storage. CPU controller, arithmetic, logic and logs module	Through delivering lectures in the lab and explaining PowerPoint presentations with images about computers	Quizzes , oral examination Midterm Exams
7-8-9-10	4	To enable the students to know Operating system and interface Graphical user	Operating System Basics of Common Operating Systems User Interface Use of Mouse Techniques Use common icons, status bar, use menu, and menu selection	Through delivering lectures in the lab and explaining PowerPoint presentations with images about computers	Quizzes , oral examination Midterm Exams
11-12- 13-14	4	To enable the students to know Word processing	Basics of word processing Create and manipulate texts Format texts and paragraphs Use templates to create documents  Create and manage schedules  Spelling tools:	Through delivering lectures in the lab and explaining PowerPoint presentations with images about computers	Quizzes , oral examination Midterm Exams
15-16- 17-18	4	To enable the students to know Data table	Introduction to spreadsheet programs Sort and filter data Use formulas and functions Data validation	Through delivering lectures in the lab and explaining PowerPoint presentations with images about computers	Quizzes , oral examination Midterm Exams
19-20- 21-22	4	To enable the students to know Presentation Programs	Introduction to presentation software, use of templates, hyperlinks, troubleshooting	Through Throwing Lectures Inside the laboratory POWERPOINT EXPLAINED In pictures about computers	Quizzes , oral examination Midterm Exams

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23-24-	4	To enable the students	Fundamentals of Computer	Through	
25-26		to know the	Networks	Throwing	Quizzes ,
		Introduction to the	Local Area Network and	Lectures	oral
		Internet	Wide Area Network,	Inside the	examination
		and web browsers	World Wide Web, IP	•	Midterm
			Address. URL	POWERPOINT	Exams
				EXPLAINED	Lamis
				In pictures about	
				computers	
27-28	2	To enable the students	Email Basics	Through	
		to know	Send and use emails for	$\mathcal{C}$	Quizzes ,
		Telecommunications	messaging	Lectures	oral ,
		& Post		Inside the	examination
		Electronic		laboratory	Midterm
				POWERPOINT	Exams
				EXPLAINED	Zams
				In pictures about	
				computers	
29-30	2	To enable the students	WORKSPACE.GOOGLE	Through	
		to know Introduction	DOCS	Throwing	Quizzes ,
		to Computing		Lectures	oral
		Cloud & Services		Inside the	examination
				laboratory	Midterm
				POWERPOINT	Exams
				EXPLAINED	2.141115
				In pictures about	
				computers	

## **Course Evaluation**

Grade Distribution:

FINAL Exam: 60 points Mid exam: 40n points

Learning and Teaching Resources				
Required textbooks (curricular	Computer Basics and Office Applications			
books, if any)				
Main references (sources)	Computer skills			
Recommended books and	Computer skills			
references (scientific journals,				
reports)				
Electronic References, Websites	https://www.agitraining.com/books/microsoft-			
	windows-books			

## 1. Curriculum improvement and curriculum development

Integration of modern technology:

Advanced devices and applications: Using the latest devices and applications in teaching, such as robotics and Internet of Things devices. Virtual and Augmented Reality: Employing these technologies to make learning more interactive and engaging

. Integrating project-based learning:

Open source projects: Encourage students to contribute to open source software projects, which promotes a spirit of collaboration and teamwork. Hackathons: Organizing short-term programming competitions to solve real challenges.

Mobile Application Development: Teach students how to develop apps for Android or iPhone devices

Focus on future skills:

Data Science and Analysis: Equips students to work with vast amounts of data and make informed decisions based on them.

Cybersecurity: Teach them how to protect themselves and others from cyber threats.

Sustainable development: Integrating sustainability concepts into programming projects, such as developing energy-efficient applications or environmental solutions