WEEK 1: BASIC COMPUTER LITERACY

OBJECTIVE:

To introduce computers, their various uses, and the importance of computer literacy in today's world.

SUBTOPIC 1: WHAT IS A COMPUTER?

- Definition of a computer and its purpose in processing information and performing tasks.

- Explanation of different forms of computers, such as desktops, laptops, tablets, and smartphones.

- Impact of computers on society, industries, communication, and information access.

SUBTOPIC 2: IMPORTANCE OF COMPUTER LITERACY

- Understanding the significance of computer literacy in the modern world.

- Exploration of the benefits of computer literacy in different areas:

- Information access: Using computers to search for information, read news, and learn about various topics.

- Communication: Facilitating communication through email, social media, video conferencing, and instant messaging.

- Productivity: Utilizing computers for word processing, creating spreadsheets, developing presentations, and task management.

- Education: Exploring the role of computers in online learning, collaboration, and personalized education.

- Career opportunities: Highlighting how computer skills can open up diverse job opportunities.

SUBTOPIC 3: COMPARISON: WORLD VS. UGANDA

- Comparing computer usage and access between developed countries and Uganda.

- Identifying the differences and challenges in:

- Internet access and availability.

- Technological advancements and infrastructure.

- Education and awareness programs.

- Opportunities in communication, economic growth, and information access.

- Bridging the gap and the importance of investing in technology and digital skills.

SUBTOPIC 4: PROJECTION FOR THE NEXT 20 YEARS

- Exploring anticipated advancements and changes in computer technology.

- Discussing the potential impact of:

- Artificial Intelligence (AI) and its role in various industries.

- Automation and its influence on the job market.

- Internet of Things (IoT) and its applications.

- Data security and privacy considerations.

SUBTOPIC 5: COMPONENTS OF A COMPUTER SYSTEM (INPUTS AND OUTPUTS)

- Introduction to the essential components of a computer system:

- Monitor/Display, Keyboard, Mouse, Central Processing Unit (CPU), Memory (RAM), Hard Disk Drive (HDD) or Solid-State Drive (SSD), Motherboard, Power Supply, Graphics Processing Unit (GPU), and Sound Card.

- Explanation of the functions and roles of each component in input and output operations.

SUBTOPIC 6: HARDWARE AND SOFTWARE

- Definition of hardware and software in the context of computer systems.

- Differentiating between hardware (physical components) and software (programs and instructions).

- Understanding the interaction between hardware and software for computer functionality.

SUBTOPIC 7: STARTING A COMPUTER

- Step-by-step guide on starting a computer:

- Connecting necessary cables.

- Inserting expansion cards if required.

- Powering on the computer.

- Accessing the Basic Input/output System (BIOS) for hardware configuration.

- Booting process and loading the operating system (OS) into memory.

SUBTOPIC 8: OPERATING SYSTEM (OS)

- Definition and purpose of an operating system.

- Understanding the functions and features of an operating system:

- Managing files and folders.

- Running programs and providing a user interface.

- Controlling hardware devices.

- Default programs and software pre-installed with the OS.

- Overview of popular operating systems: Windows, macOS, Linux, Android, and iOS.

Additional Help

For additional support, please contact the **Jolis ICT Academy** Service Desk:

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