

JH Computers

1st Marking Period Syllabus

What You Will Learn:

- We will be working on typing practice using Typing Master Online.
- We will be learning the parts of a computer and what they do.
- We will be learning how to use our Google email system to submit assignments.
- We will be working with 21 Things 4 Students:
 - **1 Basic Orientation**
 - This section contains basic skill information and terminology which will help students complete the other 20 things.
 - **2 Troubleshooting**
 - The purpose of this "thing" is to help students become more self-reliant when faced with a computer problem such as printer trouble, sound, or connectivity issues. At the very least, students need to learn how to protect personal identity and electronic data. There are many aspects of this protection, including software updates, active monitoring software, and personal habits for online interaction. Students need to be aware of threats that can harm them. Also, understanding some key troubleshooting skills will allow your students to get their computers up and running quickly, and without waiting for someone else to help them.
 - **3 Cloud Management**
 - Students will know how to troubleshoot computer problems and find alternatives to costly commercial software, understand basic computer and network troubleshooting including malware and viruses, meet national technology standards for Technology Operations and Concepts, create a flowchart demonstrating the ability to troubleshoot
 - **4 Visual Organizers**
 - Students will know how to create and use a visual organizer using bubbl.us and Gliffy, know how to create and use a QR code, understand what a visual map is and how it can organize your thoughts, understand what a QR code is and how it is being used in a variety of ways, meet a national technology standard for Creativity and Innovation, Thinking, and Problem Solving & Decision Making, create, use and share a visual organizer and QR code with your teacher, explore kinetic and potential energy and explain which thrill ride has the most potential and kinetic energy.
 - **5 Digital Footprint**
 - Students will know that when you use the internet you leave a 'digital footprint' behind, understand that your footprint remains and evolves, meet a national technology standard for Digital Citizenship, learn that your digital footprint can have an impact on your life during and after school and create a web presence online.
 - **6 Cyber Safety**
 - Students will know how to be safe while on the Internet, be a good digital citizen and protect your reputation and identity online, understand what Online Etiquette and Online Bullying are meet a national standard for Digital Citizenship, create, access, share the 9 themes of Digital Citizenship, the Core Rules of Netiquette, your own Digital Bill of Rights, a Web 2.0 tool of your choice to present your Digital Bill of Rights and a Web 2.0 tool of your choice to create an online poster showing how to be safe on the internet.