

COURSE SYLLABUS

American University of Beirut
Faculty of Arts and Sciences
Department of Education

Course Number and Title: Education 219 - Computers in Education

1. Course Learning Outcomes

By the end of this course students should be able to:

- Show understanding of the role of computers in education and the society at large;
- Define the key stages in the history of computer development;
- Define the minimum hardware and software specifications of computers needed for educational purposes;
- Weigh the advantages and disadvantages of various models of computer usage in teaching and learning;
- Use word processing, spreadsheets, graphics, and presentation applications in preparing educational materials;
- Use the Internet as a resource for lesson preparation, teaching, and research.
- Use commercially available Computer Aided Instruction (CAI) and Computer Managed Instruction (CBI) packages in teaching topics in various subjects;
- Develop lessons that incorporate the use of computers in teaching and students activities;
- Discuss and evaluate computer education curricula in schools.

2. Resources Available to Students

- Instructor prepared notes, worksheets, and PowerPoint presentations
- Textbook: Sharp, V. F. (2001). *Computer education for teachers: Integrating technology into classroom teaching (4th ed.)*. Berkeley, CA: McGraw-Hill. ISBN: 0072546433.
- Magazines: T.H.E. Journal PC Plus, PC Answers, Wired, Computer Arts, PC Magazine, Yahoo Internet Life.

3. Grading Criteria

1. Projects: Design a lesson using:
 - a. Word Processing (MS Word) 20%
 - b. Internet Project (WebQuest) 20%
 - c. Presentations (MS Power Point) 20%
2. Final Exam 30%
3. Class participation & attendance 10%

4. Schedule

Topic	No. of Lectures
Browsing the Internet <ul style="list-style-type: none">• Web browsing techniques• Searching techniques• Locating educational resources using www.eduspace.org	3
Internet Resources (Mailing lists, Newsgroups, storage, ...)	2
File Management	1
Word processing (MS Word)	5
Graphics (Paintbrush and Paint Shop Pro or equivalent)	1
Lesson Planning (purpose and techniques)	1
Computer settings in schools, society and education	1
Spreadsheets (MS Excel)	4
Building Educational Presentations (MS Power Point)	5
Use of computers in teaching and learning various subjects <ul style="list-style-type: none">• Exploring several educational software packages• Evaluation of educational software	2
History of computers	1
Components of microcomputer systems (Software and Hardware)	2
Computer education curricula.	1
Revision	1
Total No. of Lectures	30

5. Course Policies

- Attendance is mandatory and is included in the class participation grade.
- Absence for one session requires a valid excuse.
- Absence for two consecutive sessions requires a written excuse.
- Plagiarism can never be tolerated and can lead student's failure in the course.