Goals

- 1. To develop positive attitudes toward computer, and reinforce student's self-confidence through the efficient use of this technology.
- 2. To value the educational and economic role of the computer as well as its function in facilitating communication.
- 3. To interact with other cultures and civilizations through various programs and computer networks.
- 4. To develop creativity, logical thinking, problem solving, and analysis abilities through programming.
- 5. To recognize the uniqueness of the computer as a programmable machine this can perform specific tasks upon the user's orders.
- 6. To acquire basic computer concepts and their use in various cultural, industrial, and commercial domains.
- 7. To acquire information management skills: navigating through information, sending, receiving, storing, and retrieving it.
- 8. To acquire database management techniques.
- 9. To use the computer efficiently and to manipulate its peripherals for various purposes.
- 10. To acquire the basic computer skills needed in the labor market

Objectives

- 1. Acquainting the learner with the computer, its main components and functions.
- Developing keyboard and mouse skills as well as simple file management, electronic drawing, and typing.
- 3. Developing word processing concepts and skills to perform school and personal tasks, and to acquire useful skills for later professions.
- 4. Using spreadsheet techniques to organize data and perform arithmetic and statistical applications suitable for the students' level.
- 5. Searching for, retrieving, and demonstrating various types of information extracted from computer multimedia applications.

6. Practicing simple programming to experience the potential of the computer as a programmable machine that helps in developing problem-solving skills.

Content	
1. The Computer System	4. Microsoft Power Point
Hardware and Software	
 Types of computers 	a. Starting the program
• Input devices	b. Inserting text
Output devices	1. Adding a title
3 44 44 45 124 5	2. Adding a subtitle
	3. Inserting a text box
	4. Changing the size
	5. Changing the color
	c. Inserting and managing images
	d. Inserting shapes
	 Changing the size
	 Changing the color
	 Adding a new slide
	Saving a presentation
2. Windows XP	5. Video Maker
 Desktop fundamentals: 	The first screen
 Desktop icons 	Inserting video or photo
Change the desktop background	The Timeline
Getting to know the start menu	 Adding Visual effects & transition
 Opening programs from the 	effects
start menu	 Saving the project
• The search box	
 Working with files and folders 	
 Copying and deleting folders 	
3. Introduction to advanced windows	
processing	
Microsoft word Program	
 Typing exercises 	
 Keyboard tips 	
• The flashing cursor	
 Using keyboard shortcuts 	
 Useful formatting tips 	
 Formatting lines and 	
paragraphs	
 Open a saved document 	
 Inserting a clipart and charts 	

Manage and print documents	
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