

INFORMATION TECHNOLOGY
JUNIOR SECONDARY SCHOOL (JSS 1)
FIRST TERM

WEEKS	TOPICS / CONTENTS
1.	DIFFERENT INFORMATION AGE I. Stone age, Iron age, Middle age, Industrial age, Electronic Age, Information Age II. State the Present Information Age III. Identify the Tools associated with each Age.
2.	HISTORICAL DEVELOPMENT OF COMPUTERS I. Early counting devices – fingers, Stones, Sticks, Pebbles, Cowrie, Grains, etc II. Mechanical Counting and Calculating Devices – Abacus, Slide rule, etc. III. Electro - Mechanical counting devices – John Napier bone, Blaise Pascal machine, Gottfried Leibnitz Machine, Joseph Jacquard Loom, Charles Babbage Analytical Machine and Phillip Emeagwali IV. Electronic Counting Devices and Modern Computer - Herman Hollerith Punch Cards, John Von Neumann Machine V. Modern Machine
3.	GENERATIONS OF COMPUTERS Describe each Generation of Computer in Terms of - I. Year of Development II. Technology III. Speed of operation IV. Storage capacity
4.	BASIC COMPUTER CONCEPT I. Definition of Computer II. Parts of a Computer System, e.g. Monitor, Keyboard, System Unit, Mouse, etc. III. Category of the Parts of the Computer IV. Description of a Computer as an Input and Output device.

5. DATA AND INFORMATION

- I. Meaning, Sources and examples of data and information
- II. Qualities of a good information – Accurate, Comprehensive,
- III. Meaningful, Relevant, Timely, Suitable etc.

6. INFORMATION TRANSMISSION

- I. Meaning of information transmission
- II. Ancient methods of transmitting information – Oral, Fire lighting, Whistling, Beating drums, Town crying, Drawing diagrams, Making representations.
- III. Modern methods of transmitting information – GSM, Radio, Television, Computer, etc

7. INFORMATION EVOLUTION AND COMMUNICATION TECHNOLOGY (ICT)

- I. Electronic (Define Electronic Devices with Examples)
- II. Non - Electronic (Define Non Electronic Devices with Examples)
- III. Mode of Receiving Information
 - Audio, e.g. Radio, GSM, etc.
 - Video, e.g. Pictures, Charts, etc.
 - Audio – Visual e.g. Television, Monitor, etc.

8. ICT APPLICATION IN EVERYDAY LIFE

- I. Definition and Meaning of I C T
- II. Uses of ICT
 - Communication
 - Timing and Control
 - Information processing and management etc.
- III. ICT and the Society

9.

10. REVISION

11. | 13. REVISION AND EXAMINATION

INFORMATION TECHNOLOGY
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SECOND TERM

WEEKS TOPICS/CONTENTS

1. REVISION ON INTRODUCTION TO THE COMPUTER MONITOR

- I. Definition of computer monitor
- II. Description of a monitor as an output device
- III. Types of Monitor – Monochrome and Color Monitor (Define them).
- IV. Identify the Prompt and Cursor

2. THE SYSTEM UNIT

- I. Internal features of the system unit and uses:
 - CPU and Its Components (CU, ALU and MM) - Define the Central Processing Unit (CPU) and List the Functions of Control Unit, Arithmetic and Logic Unit (ALU), Main Memory (MM)
 - Motherboard, Power Supply, Cooling Fan, etc.
- II. External Features of the System Unit and Uses
 - List and Explain Functions of Some External Features
 - The power button, The reset button, The drives, The ports etc

3. COMPUTER ETHICS

- I. Definition of Computer Ethics
- II. Computer Room Management Ethics – Maintaining Dust Free Environment, Appropriate Ventilation, Appropriate Lighting System, etc.
- III. Laboratory rules and regulations – Arrange chairs and tables in a Comfortable manner, arrange the computers and their peripherals in an orderly manner, etc.
- IV. Observe Computer Room Rules and Regulations

4. WORD PROCESSING I

- I. Definition of Word Processing
- II. Definition of Word Processor
- III. Uses of Word Processor
- IV. Examples of Word Processor
- V. Loading and Exiting Word Processor

5. WORD PROCESSING II

- I. Creating
- II. Loading and Exiting Word Processor
- III. Creating, Saving and Retrieving Files

6. DATA PROCESSING

- I. Definition
- II. Data Processing Cycle
- III. Stages of Data Processing – Data Gathering, Input Collection, Input Stage

7. | 8. FEATURES OF A COMPUTER

State the Features of a Computer that makes it an Excellent Tool for Data -

- I. Accuracy
- II. Speed
- III. Storage, etc

9. THE KEYBOARD AND ITS SECTIONS

- I. Definition of keyboard
- II. Types of keyboard – Standard and Enhanced keyboard

10. SECTIONS OF THE KEYBOARD

List the sections of the keyboard

11. | 12. REVISION AND EXAMINATION

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WEEKS/TOPICS/CONTENTS

1. REVISION ON DEFINITION OF COMPUTER PROCESSING

List its relative uses on the society

2. IMPORTANCE OF COMPUTER AS A TOOL FOR PROCESSING DATA

- I. Increase Accuracy
- II. Efficient Storage Facility
- III. Fast Access to Information
- IV. Handles Repetitive Task

3. THE DEVICE

- I. Define the Term Device
- II. Classes of device – (List and Explain the Classes of Device)
 - Mechanical Device
 - Electrical Device
 - Electronic Device

4. TYPES OF COMPUTER

- I. Definition of digital computer and examples
- II. Definition of Analog computer and examples
- III. Definition of Hybrid computer and examples

5. USES AND APPLICATIONS OF COMPUTER

Uses of Computer in - Schools, Hospitals, Government offices, Banks, etc.

6. ADVANTAGES AND DISADVANTAGES OF COMPUTER

- I. State the Advantages of Computer
- II. Mention the Disadvantages of Computer

7. | 8. MASTERY OF THE KEYBOARD

- I. Definition of Keyboard
- II. Types of Keyboard
- III. Sections of the Keyboard
- IV. Correct Sitting Position (Explain)
- V. Using keyboard to type names, letter, etc.

9. SCREEN POINTING DEVICES

- I. Definition of Screen Pointing Devices
- II. Types of Screen Pointing Devices – Mouse, Trackball, pointing Stick, Touch Pad, Joystick and Light Pen

10. MOUSE TECHNIQUES

- I. Define mouse techniques
- II. Explain each mouse technique – Clicking, Double Click, Right Click, Drag and drop.

11. | 12. REVISION AND EXAMINATION