

COMPUTER STUDIES

INFORMATION TECHNOLOGY

JUNIOR SECONDARY SCHOOL (JSS 2)

FIRST TERM

WEEKS	TOPICS/CONTENTS
1.	REVISION ON CLASSIFICATION OF COMPUTERS I. Sizes of Computers II. Generation III. Degree of Versatility IV. Types
2.	THE COMPUTER SYSTEM Components of Computer System – Hardware, Software, People - Ware
3.	HARDWARE COMPONENTS I. Definition of hardware components II. Input Devices III. Output Devices IV. Storage Devices V. Arithmetic and Logic Unit VI. Control Unit

4. SOFTWARE

- I. Definition of Software
- II. Types of Computer Software – System and Application Software
- III. Give Examples of Each Type of Computer Software

5. PEOPLEWARE

- I. Define computer Professional
- II. State the Types of Computer Professionals
- III. Give Examples of Computer Users

6. OPERATING SYSTEM

- I. Definition of an operating system
- II. Examples of Operating System – DOS, Window, Linux and Unix

7. FUNCTIONS OF OPERATING. SYSTEM

- I. Resource allocation
- II. System monitoring
- III. Utilities

8. NUMBER BASE

- I. Decimal
- II. Binary
- III. Octal

IV. Hexadecimal

9. CONVERSION OF NUMBER BASES

- I. Convert decimal to binary and vice versa
- II. Convert decimal to Octal and vice versa
- III. Convert decimal to Hexadecimal

10. UNITS OF STORAGE IN COMPUTER

- I. State the Various Units of Storage and their Values – Bits, Bytes, Nibble, Kilobytes, Megabyte and Gigabyte
- II. Convert from One Unit to Another
- III. Differentiate between Kilometer, Kilogram, Kilowatt and Kilobyte.
- IV. Distinguish between kilobyte, Megabyte and Gigabyte

11. | 12. REVISION AND EXAMINATION

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SECOND TERM

WEEKS	TOPICS/CONTENTS
1.	REVISION ON PROGRAMMING LANGUAGE I. Meaning of Computer Programming Language II. Examples of Computer Programming Language – Logo, BASIC, COBOL, FORTRAN, etc.
2.	BASIC LANGUAGE I. State the Meaning of the Acronym BASIC II. BASIC Character Set, Key BASIC Statements, Simple BASIC statements.
3.	SIMPLE BASIC STATEMENT I. Examples of Simple Statements II. Write a Simple BASIC Program III. Run Simple BASIC Program
4.	GRAPHIC PACKAGE I I. Meaning of Graphic Packages ii. Examples of Graphic Packages – Paint, Corel Draw, Instant Artist, Photo Shop

5. FEATURES OF GRAPHIC PACKAGE

Title, Toolbar, Menu Bar, Printable Bar, Color Bar, etc.

6. GRAPHIC PACKAGES II - PAINT ENVIRONMENT

- I. Features of Paint Environment
- II. Paint Tools and their Functions
- III. Use Paint to Draw and Color Simple Objects

7. ICT AS A TRANSFORMATION TOOL

- I. Meaning of ICT (Information and communication technology)
- II. Examples - Computers, Telephone (GSM), Cellular network, Television, Satellite Communication and Internet

8. BENEFITS OF ICT GADGETS

- I. Timely, Better and Cheaper Access to Knowledge and Information, Speed up Transaction and Processes, Causes Human Being to interact with other Worldwide
- II. Disadvantages – Job losses, Threatens other Areas/ Field of Human Endeavors, etc.

9. ICT GADGETS

- I. The GSM (Call, Create, Send, Store, Retrieve and Read Messages on GSM Sets)
- II. Differentiate between GSM, Fax Machines and Telephone.
- III. Create and Send Messages to one another using the GSM

10. ICT GADGETS

- I. Fax machine (Send and Receive Fax Messages)
- II. Telephone
- III. Create and Send Messages to one another using the GSM and Fax
- IV. Store and retrieve information on a GSM handset.

11. | 12. REVISION AND EXAMINATION

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THIRD TERM

WEEKS	TOPICS/CONTENTS
1.	REVISION ON THE INTERNET I. Definition of the Terms II. Internet (The Largest Computer Network in the World) III. E – Mail Address (Electronic Mail Address) IV. World Wide Web (WWW)
2.	INTERNET BROWSER I. Microsoft internet Explorer, Netscope, Mozilla, etc II. Creating E – Mail Account, Website Address, Open an Email
3.	BENEFITS OF INTERNET I. Information exchange, E – learning, e – Entertainment, Faster and Cheaper II. Abuses of Internet - Fraud and Pornography
4.	INTERNET ENVIRONMENT I. Characteristics and Features of internet Environment II. Uses of Internet

5. NETWORK GROUPS

- I. Search Engines (Identify Different Network Groups)
- II. List out different Search Engines

6. FILE SHARING

- I. Definition of Network
- II. Types of Network - Local Area Network (LAN), Metropolitan Area Network (MAN), Wide Area Network (WAN)
- III. Description of the Types of Network

7. COMPUTER ETHICS I

Responsible ways of the Internet -

- I. Avoiding liquid dropping into the system,
- II. Using dust cover,
- III. Protection from power problem, etc

8. COMPUTER ETHICS II

Abuse/Misuse of computer –

- I. Invasion of privacy,
- II. Computer virus, etc.

9. SAFETY MEASURES I

- I. The Sitting Posture Using Anti – Glare Protector
- II. Positioning of Monitor Base.

10. SAFETY MEASURES II

- I. The use of Computer Laboratory
- II. Sitting Arrangement in the Laboratory
- III. Care and Maintenance of ICT Gadgets

11. | 12. REVISION AND EXAMINATION