## COMPUTER STUDIES

### INFORMATION TECHNOLOGY

### JUNIOR SECONDARY SCHOOL (JSS 2)

#### FIRST TERM

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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
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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<td>III. E – Mail Address (Electronic Mail Address)</td>
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<td>INTERNET BROWSER</td>
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<td>II. Creating E – Mail Account, Website Address, Open an Email</td>
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<td>I. Information exchange, E – learning, e – Entertainment, Faster and Cheaper</td>
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<td>INTERNET ENVIRONMENT</td>
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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