

Tech. Essentials

Technology Essentials contains two phases.

Phase I introduces novice computer users to skills in 10 technology areas: desktop publishing, databases, graphics, wordprocessing, spreadsheets, multimedia, telecommunications, operating environments, programming and applied technology. Phase I is designed for implementation in a sequential manner, with each module building upon the technology skills, learning objectives and content knowledge from previous modules.

Phase II of Technology Essentials extends and enriches the computer mastery gained in Phase I through a series of 15-hours, advanced, nonsequential modules. Please note that advanced users, or those familiar with Microsoft Office, should skip Phase I and begin with Phase II.

Module Description

Technology Essential I	Getting Started
<p>Started for classes with little or no previous computer understanding of their operating environment and learn some basic functions.</p>	<p>In this introductory lesson, the students acquire an elementary computer Desktop</p>
<p>Publishing desktop publishing and operating environment skills computers.</p>	<p>The students apply to create an eight-page magazine focusing on</p>
<p>Databases database technology and analytical research skills to</p>	<p>Students employ investigate the claims of a new fitness program.</p>
<p>A variety of wordprocessing skills to create assignment new televised weather program.</p>	<p>The students use a sheets, video graphics and press releases for a</p>
<p>Spreadsheet spreadsheet technology to help increase a radio station's basic tools of a spreadsheet as the students enter data and operations.</p>	<p>Students employ revenue and profit. The instructor introduces perform mathematical</p>
<p>Multimedia multimedia kiosk presentation highlighting</p>	<p>The students create an interactive different divisions of a large media company.</p>
<p>Applied technology areas, the students construct a game They survey the structure and strategy of games and game in the new medium of cyberspace.</p>	<p>Applied Technology Synthesizing many of computer trivia designed for play over the Internet. use their observations to create a</p>
Technology Essential II	Graphics
<p>object-oriented and 3-D rendering applications periods:</p>	<p>Students use bitmap, to create electronic art representative of several artistic</p>
<p>II range of sophisticated projects by applying professional graphic designers. Prerequisite: Graphics.</p>	<p>The students create a the tools, techniques and principles employed by</p>
<p>Telecommunications design is the focus of a new business venture. locate and evaluate existing Web sites for structure a client and create and post on the Internet a site incorporating applets, transitions and links.</p>	<p>Professional Web-page The first step involves market research as the students and content. Ultimately, they identify animation, sound</p>
<p>Programming learning programming fundamentals through Microsoft Visual Basic.</p>	<p>The students begin Visual Basic.</p>
<p>Programming the student's knowledge of the Microsoft programming skills. The students create an interactive show and a spreadsheet using Visual Basic controls. Prerequisite: Programming.</p>	<p>Programming II expands Visual Basic interface and increases object-oriented Pattern Generator, then program a slide</p>

