

SECOND TERM E-LEARNING NOTE**SUBJECT: COMPUTER STUDIES****CLASS: JSS2****SCHEME OF WORK**

WEEK	TOPIC
1.	Computer Programming
2.	Computer Programming Language
3.	BASIC Programming
4.	Simple BASIC Statement and Programs
5.	Graphic Package I
6.	Graphic Package II
7.	I.C.T. as a Transformation Tool
8.	Examples of I.C.T. Tools
9.	Benefits and Disadvantages of I.C.T.
10.	I.C.T. Gadgets

REFERENCE MATERIAL

A handbook on Computer Studies A practical Guide for Schools and Colleges by NiyiAdekolegan, Computer Studies for Junior Schools by HiitPlc

WEEK ONE

Date

TOPIC - COMPUTER PROGRAMMING

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

Program is a sequence of instructions which tells the computer what to do.

Programming is a process by which a user (programmer) specifies to the computer in a logical sequence, step – by – step what it wants it to do.

The computer is a machine and as such only understands machine language. It does not understand human language. Therefore, for humans to communicate with computer, they must understand the computer language (i.e. Machine Language). Programming Language is a medium or notation of communicating with the computer system. The process of writing the set of instructions in a language acceptable to the computer is called PROGRAMMING and the person who writes the instruction is called a PROGRAMMER.

EVALUATION

1. What is Program?
2. What is Programming?

WEEKEND ASSIGNMENT**SECTION A**

Instruction: Choose the correct option from the ones lettered A to D

1. is a person who writes a program
(a) Writer (b) Programming (c) Programmer (d) Artist
2. The computer understands language
(a) Motor (b) English (c) Machine (d) Basic

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3. is a step – by – step instruction which tells the computer what to do.
(a) Softcopy (b) Hardware (c) Program
4. The process of writing instructions in a language acceptable to the computer is called
(a) Program (b) Programmer (c) Programming (d) Process
5. What is another name for program? (a) Hardware (b) Peopleware (c) Software
(d) Memory

SECTION B

1. What is a Program?
2. Define Programming?

READING ASSIGNMENT

A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by Niyi Adekolegan page 64.

WEEK TWO

Date

TOPIC - COMPUTER PROGRAMMING LANGUAGE

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by Niyi Adekolegan

CONTENT

Programming Language is a medium or notation of communicating with computer system. There are three types of programming Language.

1. Machine Language (Low Level Language)
2. Assembly Language (Low level language)
3. High level Language

LOW LEVEL LANGUAGE

A low level computer language is either a machine language or assembly language.

MACHINE LANGUAGE

In machine language, instructions are written in binary. It consists of binary codes using strings of 0s and 1s. This is the only language computer understands. A program written in machine language is directly executable by the computer. Computer components are electronic in nature, which exist in two states ON or OFF. A program written in machine language is tedious, boring to write and to read, prone to error and such errors are difficult to detect and correct.

ASSEMBLY LANGUAGE

An assembly language program is one written using mnemonic code in which instruction names are to remember like MPY for multiply and STO for store). Assembly language program eliminates all the problems encountered using machine language. However, a translator called ASSEMBLER translates assembly language program to machine language because this is the only language in which a computer can run programs.

HIGH LEVEL LANGUAGE

These were developed to further ease the work of programmers making the programs problem oriented against machine – oriented low level language. The statements of high – level language are close to natural human language (i.e. English Language). A high – level language program is

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translated (compiled) by a COMPILER to an equivalent machine language programs. Each high level language has its own compiler.

Examples of high level languages are

1. BASIC – Beginners All-Purpose Symbolic Instruction Code.
2. COBOL – Common Business Oriented Language
3. FORTRAN – Formula Translator
4. ALGOL – Algorithmic Language
5. C++
6. PASCAL
7. JAVA
8. VISUAL BASIC
9. LOGO
10. ADA etc

EVALUATION

1. What is programming language?
2. List the THREE types of programming languages.

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

1. How many types of programming languages do we have?
(a) 2 (b) 3 (c) 4 (d) 5
2. is used to translate assembly language to its machine language equivalent.
(a) Compiler (b) Assembler (c) Interpreter (d) Processor
3.language is the language of 0s and 1s
(a) High level (b) Assembly (c) Machine (d) English
4. Compiler is used to translate level language to machine language
(a) Low (b) High (c) Medium (d) Average
5. Which of these is NOT a translator?
(a) Assembler (b) Constructor (c) Compiler (d) Interpreter

SECTION B

1. What is programming language?
2. List the THREE types of programming languages.

READING ASSIGNMENT

Computer Studies for Senior Secondary Education page 30.

WEEK THREE

Date

TOPIC - BASIC PROGRAMMING

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

BASIC stands for BEGINNERS ALL-PURPOSE SYMBOLIC INSTRUCTION CODE. It is a single easy to use language designed also for beginners. It is not only simple but also powerful. It is science oriented. Professor John Kemeny and Thomas Kurtz developed the language in 1964

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at Dartmouth College, U.S.A., as a means of teaching students a simple language for programming a computer. The program can be used to solve problem covering a wide range of application on many different types of digital computer. Because the BASIC Language has been designed for ease of use and is readily available on most computers, program development can be achieved in minimum time.

There are different versions of Basic. They include:

- Turbo Basic (T-BASIC)
- BASIC PLUS
- GW BASIC
- QUICK BASIC (Q-BASIC)
- VISUAL BASIC (V-BASIC)

EVALUATION

1. What is BASIC?
2. List FIVE versions of BASIC.

THE BASIC INTERPRETER

For the computer to execute your instructions in order to produce the desired result, the instruction must be first be interpreted to what the computer can understand by another program called the BASIC INTERPRETER (or TRANSLATOR). The BASIC interpreter converts your program into a form that can be executed directly by the computer.

KEYWORDS IN BASIC

This is also referred to as BASIC statement or a reserved word. It is an instruction in BASIC, which has a specific means to the compiler or interpreter.

1. REM STATEMENT

The REM statement is a remark statement. It is used to insert remarks in the program. Such remarks are used to explain what the program is all about.

Example:

```
10 REM This program finds the average of 5 numbers
```

2. LET STATEMENT

The LET statement is used to assign (or give) values to variables.

Examples:

```
10 LET A = B + C
```

3. INPUT STATEMENT

Input is used to assign or give values to variables while program is running. It can be used with both numeric and string variables.

Examples:

```
10 INPUT A, B, C
```

4. PRINT STATEMENT

The print statement tells your computer to display the output of the executed program on the screen of the monitor (VDU).

Example:

```
10 PRINT SUM
```

5. END STATEMENT

End Statement is an instruction used to terminate the program. One the computer encounters END statement, it automatically terminates the program.

6. RUN STATEMENT

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The RUN statement is used to execute a program. In Q-BASIC, F5 is used to RUN a program. Note that the program will not RUN if any mistake or error is detected in it.

EVALUATION

- Write the function of the following BASIC keywords
(a) LET (b) INPUT (c) PRINT (d) REM (e) RUN
- What is keyword?

GENERAL EVALUATION

Discuss briefly the following BASIC statements:

- READ
- CLS
- PRINT
- END

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

- converts your program into a form that can be executed directly by the computer
(a) Software (b) Interpreter (c) Hardware (d) Memory
- Basic means beginners all-purpose symbolic instruction
- (a) Code (b) Centre (c) Computer (d) Card
- used to assign (or give) values to variables during program execution
(a) REM (b) INPUT (c) LET (d) RUN
- statement is used to execute a program
(a) INPUT (b) RUN (c) END (d) Stop
- is used to RUN a program
(a) F5 (b) F10 (c) F1 (d) F6

SECTION B

- What is BASIC?
- Write the function of the following BASIC keywords
(a) LET (b) INPUT (c) PRINT (d) REM (e) RUN

READING ASSIGNMENT

Computer Studies for Senior Secondary School page 32-33

WEEK FOUR

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(PRACTICAL)**TOPIC - SIMPLE BASIC STATEMENT AND PROGRAMS**

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

To be able to write elementary BASIC programs, you will encounter the various keywords part of which has been considered. In addition, note the following s. The program is made up lines. All instructions are obeyed in the same order as the lines numbers increases. Also, lines can be added to a program at anytime. The line number given to a new line decided where the line is placed in the program. Below are some examples of elementary BASIC programs.

Examples 1: Write a program to sum five numbers.

```
10  REM PROGRAM TO SUM 5 NUMBERS
20  INPUT A, B, C, D, E
30  LET SUM = A + B + C + D + E
40  PRINT SUM
50  END
```

Example 2: Write a BASIC program to find the average of 5 numbers.

```
10  REM PROGRAM TO FIND THE AVERAGE OF 5 NUMBERS
20  INPUT A, B, C, D, E
30  LET SUM = A + B + C + D + E
40  PRINT AVG
50  END
```

Example 3: Write a BASIC program to find the area of a triangle.

```
10  REM PROGRAM TO FIND THE AREA OF A TRIANGLE
20  INPUT B, H
30  LET AREA = (1/2) * (B*H)
40  PRINT AREA
50  END
```

Example 4: Write a BASIC program to find the perimeter of a Rectangle.

```
10  REM PROGRAM TO FIND THE PERIMETER OF A RECTANGLE
20  INPUT L, B
30  LET P = 2*(L + B)
40  PRINT P
50  END
```

Example 5: Write a BASIC program to find the Simple Interest

```
10  REM PROGRAM TO FIND SIMPLE INTEREST
20  INPUT P, R, T
30  LET I = (P*R*T) / 100
40  PRINT I
50  END
```

GENERAL EVALUATION

1. Write a program to find the volume of a Cube.

- Write a program to circumference of a circle.

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

- The statement allows the programmer to assign numbers and formulas to a variable name in program (a)Input (b)Let (c)Data (d) Read
- The..... statement always indicates the end of a basic program (a)Stop (b)End (c)Data (d) Read
- Thestatement brings out the processed data (a)Input (b)Let (c) Print (d) Data
- statement allows you to type in data from the keyboard when the program is running (a) Print (b)Input (c)Let (d) Read
- Key words are referred to as....._(a)important(b)Reserved (c)Constant (d) Real

SECTION B

- Write a program to solve for z in this equation: $ax^2 + bx + c = z$
- Write a program to find the area of a circle.

READING ASSIGNMENT

Computer Studies for Senior Secondary School page 32-35

WEEK FIVE

Date

TOPIC - GRAPHIC PACKAGE I

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

A package is the software written to perform a particular task. A graphic package is the software written and designed with the sole purpose of helping users of the software to easily create graphical design. It can be used to draw and even paint. It can also be used to create fancy text, Business Card, Birthday Card, Create presentation or even to create a map. Examples of Graphic Packages are

- Paint
- Corel Draw
- Instant Artist
- Print Artist
- Photo Shops
- Logo Graphics etc

FEATURE OF A GRAPHIC PACKAGE

Graphic software usually has special attributes and characteristic. Some of them are

- Title Bar
- Tool Bar (or Tool Bar)
- Menu Bar
- Colour Bar (or Colour Bar)
- Status Bar
- Drawing Area
- Option Box

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1. **TITLE BAR:** This is the top of the graphic software that contains the name of the program. It also contains the filename given to your saved work. The title bar also contains symbols which allow you to minimize, restore or close the program.
2. **TOOL BAR (or TOOL BOX):** The toolbox contains the tools which you can use to draw shapes, lines, types text etc. It is found on the left side of the window.
3. **MENU BAR:** This is found below the title bar. It contains commands that you will need to work on the graphic software e.g. FILE, EDIT, VIEW, IMAGE, COLOUR, HELP etc
4. **COLOUR BAR:** This is also called a colour box or palette. It is simply a palette of colours to choose from when we intend to fill an object with colours.
5. **STATUS BAR:** This is the last bar located below in the graphic software. It is below the Drawing Area of the graphic software. It is a bar which gives you the status of where your mouse pointer is located on the graphic page.
6. **DRAWING AREA:** This is the area of the graphic software that looks like a white sheet of paper. On the area you can actually do whatever you like i.e. draw or paint.
7. **OPTION BOX:** The option box is the part of the graphic software where you can be given more options of the tools you need to make your graphics better. It is located below or directly under the tool box.

GENERAL EVALUATION

1. What is a Graphical package?
2. List and explain FOUR features of a graphic package.

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

1. package is the software written and designed with the sole purpose of helping users of the software to easily create graphical design
(a) Word-processing (b) Graphic (c) Spreadsheet (d) database
2. These are examples of graphic packages except
(a) Paint (b) Corel Draw (c) Excel (d) Print Artist
3. is below the title bar.
(a) Title Bar (b) Menu Bar (c) Status Bar (d) Tool box
4. One of these is a graphic package
(a) Ms-Word (b) Notepad (c) Print Artist (d) Excel
5. Another name for Colour Bar is
(a) Palette (b) Paint (c) Corel Draw (d) Colour box

SECTION B

1. What is a Graphical package?
2. List and explain FOUR features of a graphic package.

READING ASSIGNMENT

A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by Niyi Adekolegan, Pages 99-100.

WEEK SIX

Date

(PRACTICAL)**TOPIC - GRAPHIC PACKAGE II**

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

Paint is a graphical application package that usually comes readily with your computer right from the computer manufacturer. Paint is a program you can use to create drawings on a blank canvas or on top of other pictures.

PAINT TOOLS AND THEIR FUNCTIONS

Paint is graphic program that features a tool bar on the left side of the window. The following describes how to use each of the tools on this toolbar.

1. **FREE – FORM:** Free form used to select any irregularly shaped part of the picture.
2. **SELECT:** Use select to select any square or rectangular part of the picture.
3. **ERASER:** Use the eraser to erase areas of your picture.
4. **FILL WITH COLOUR:** Fill with colour is used to fill the entire picture or an enclosed shape with colour. Click a colour in the colour box and then click inside the area you want to fill.
5. **PICK COLOUR:** Pick colour in used to set the current foreground or background colour.
6. **MAGNIFIER:** The magnifier is used to zoom in on a section of your picture.
7. **PENCIL:** Use the pencil to draw thin, freedom lines or curves. After clicking on Pencil, you can also click a colour in the colour box and then drag the pointer in the picture to draw.
8. **BRUSH:** Brush is used to paint thick or shaped freeform lines and curves.
9. **AIRBRUSH:** The Airbrush is used to create an airbrush effect in the picture. Click Airbrush, click a spray pattern just below the toolbar, click a colour in the colour box and then drag the pointer to paint.
10. **TEXT:** The text is used to enter text in the picture. You can resize and move the text box and change the font, font size and text formatting until you click another tool or click outside the text box within the pictures.

Other tools are

11. LINE
12. CURVE
13. RECTANGLE
14. POLYGON
15. ELLIPSE
16. ROUNDED RECTANGLE
17. COLOUR BOX

HOW TO START PAINT IN THE COMPUTER

1. Go to the start button (on the desktop) and click.
2. From the start button, go and click all programs.
3. Move the pointer to Accessories and click.
4. From Accessories, move the pointer to paint and click.
5. By clicking Paint, you are eventually starting the graphic software.

GENERAL EVALUATION

1. List TEN tools used in Paint
2. Explain the function each of the tools.

WEEKEND ASSIGNMENT**SECTION A****Instruction: Choose the correct option from the ones lettered A to D**

1. is used select any irregularly shaped part of the picture
(a) Free – Form (b) Select (c) Eraser (d) Brush
2. is used select to select any square or rectangular part of the picture
(a) Free – Form (b) Select (c) Eraser (d) Magnifier
3. is used to fill the entire picture or an enclosed shape with colour
(a) Fill with Colour (b) Select (c) Eraser (d) Magnifier
4. is used to paint thick or shaped freeform lines and curves
(a) Brush (b) Eraser (c) Text (d) Magnifier
5. is used to enter text in the picture
(a) Text (b) Airbrush (c) Pencil (d) Line

SECTION B

1. List TEN tools used in Paint
2. Explain the function each of the tools.

READING ASSIGNMENT

A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan, pages 100-101.

WEEK SEVEN

Date

TOPIC - I.C.T. AS A TRANSFORMATION TOOL

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

Information Technology (IT) is the application of computers and telecommunication equipments for automatic processing of information. **Information and communicating**

Technology (I.C.T.) is the combination of computers, combination of computers, communication equipments (i.e. Telephone, Video etc) and other Technologies associated with automation.

ICT is an umbrella term that includes all technologies for manipulation and communication of information. The term is sometimes used in preference to information technology. In the common usage, it is often assumed that ICT is synonymous with I.T. It encompasses any medium to record disk/tape, CD/DVD, flash memory etc

INFORMATION TECHNOLOGY

Information Technology is the application of computers and telecommunication equipment for automatic processing of information.

ICT

Information and communication technology (ICT) is generally taken to mean technologies that support communication via computer. The small version of the Net that is used within an office is called **Intranet**. Messages sent between buildings, using computers are called Local Area

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Network (LAN) and messages sent between cities are called Wide Area Network (WAN) while International Network simply put as Net is global interconnected Network.

The use of computer + telecommunication equipments + information + information technology = **ICT**

ICT AS A TRANSFORMATIONAL TOOL

ICT has transformed the traditional (manual) ways of data/information processing to automation. The advent of computer and telecommunication technology has brought about changes in organization structure. Information transmission is the transfer of information from one source to a destination through a communication medium. Office automation includes the use of computers and telecommunication technology for internal and external use such as document and text production and public database and information service.

GENERAL EVALUATION

1. Define the following terms:
(a) Information Technology (b) ICT (c) Intranet
2. Mention 3 tools in paint and their functions

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

1. The small version of the Net that is used within an office is called
(a) Internet (b) ICT (c) IT (d) Intranet
2. The use of computer + telecommunication equipments + information + information technology =
(a) IT (b) ICT (c) Intranet (d) ITC
3. Network between buildings using computers are called
(a) LAN (b) WAN (c) Internet (d) MAN
4. Network between cities using computers are called
(a) LAN (b) WAN (c) Internet (d) Intranet
5. Another name for the International Network is
(a) LAN (b) WAN (c) NET (d) Extranet

SECTION B

Define the following terms:

- (a) Information Technology
- (b) ICT
- (c) Intranet

READING ASSIGNMENT

Computer Studies for Senior Secondary School Education pages page 37.

WEEK EIGHT

Date

TOPIC - EXAMPLES OF I.C.T. TOOLS

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by Niyi Adekolegan

CONTENT

Gadgets are tools or machines that help to do something. **ICT gadgets** or tools are information

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and communication equipments. These include, computer hardware (i.e. printer, PC Computer, Network Storage, Scanner etc), technology for broadcasting information (i.e. radio, television) and technology for communication through voice and sound images i.e. microphone, cameras, loudspeaker, telephone to cellular phone, MP3 players and many more. The gadgets or devices used in ICT are too numerous and inexhaustible. Some of these tools are:

1. **RADIO:** This is an effectively way of transmitting audio or voice information. Information broadcast on radio reach out to thousands of audience at the same time in a different geographical location.
2. **TELEVISION:** This is an effective method of transmitting information. It combines the quality of audio together with visual. It is therefore an audio – visual method of information transmission.
3. **COMPUTER:** It is an electronic data processing machine used for transmission of textual and graphical information.
4. **SATELLITE:** This is an information transmission method through cable or wireless by the use of a satellite dishes
5. **VSAT:** This is advance telecom equipment for receiving digital broadcast VSAT for very small aperture terminal.
6. **FAX MACHINE:** It is an age – long method of transmitting textual and graphical message. It consists of the feature of photocopying with effective information transmission.
7. **TELEPHONE:** The telephone is a telecommunication equipment or device used in transmitting send across a distance.

GENERAL EVALUATION

1. What is ICT Gadgets?
2. Mention FOUR I.C.T. tools?

WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

- (1) Gadgets are tools that help us to do something (a) True (b) False (c) Not Sure
- (2) Which of these is not a computer hardware (a) printer (b) radio (c) MP3 player
- (3) ----- medium is used to transmit audio to thousands of audience far and near.
(a) Television (b) Radio (c) Vsat (d) computer
- (4) Transmission of information through cable or wireless by the use of a satellite dish is called (a) Satellite (b) computer (c) telephone (d) fax
- (5) Which of these is not a technology for broadcasting information (a) Radio (b) Television (c) Fax machine (d) satellite

SECTION B

1. List ten ICT tools.
2. Explain the function of the listed ICT tools.

READING ASSIGNMENT

Computer Studies for Secondary School Education page 40.

WEEK NINE

Date

TOPIC - BENEFITS AND DISADVANTAGES OF ICT

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT**ADVANTAGES OF ICT**

The advent of ICT has brought a lot of benefits to business globally in the area of information processing and communication. The following are some of the ICT benefits:

1. It makes information processing to be timelier, with better output and cheaper.
2. Access to information is now cheaper and economically viable.
3. Effective and flexible human intervention.
4. ICT make information dissemination more interactive and effective.
5. ICT had turned the whole world into a global village. Distance has irrelevant in business transaction and dealing using e-mail and international World Wide Web.
6. Teleconferencing which is the use of computer and communication technology to conduct meetings whereby several participants in the different parts of the world are linked up. Computer and video system improve professional image.

DISADVANTAGES OF ICT

Apart from the positive impact of computer and telecom equipment in our world they affect our lives in some ways, which are not beneficial. These include;

1. **LOSS OF JOBS:** While some people believe that computer is creating jobs, there are those who see the computer as creating unemployment.
2. **INVASION OF INDIVIDUAL PRIVACY:** Information about the individual on the internet are not totally secure that one begins to wonder whether a person has any right to his privacy any longer
3. **CRIME AID:** The types of crimes that are committed with computer are super crimes i.e. Internet crimes/electronic fraud.
4. **DATABASE MANIPULATION:** This is a sensitive area where frauds are perpetrated since it contains the most sensitive data of a particular organization e.g. theft of storage media.
5. **COMPUTER FRAUD:** This is the use of computer to perpetrate fraud. This fraudulent act is on a high scale especially in the financial sector.

GENERAL EVALUATION

1. Give FIVE advantages of ICT
2. Give FIVE disadvantages of ICT

WEEKEND ASSIGNMENT**SECTION A**

Instruction: Choose the correct option from the ones lettered A to D

1. is the use of computer and communication technology to conduct meetings
(a) Teleconferencing (b) Information (c) ICT (d) Video
2. ICT had turned the whole world into a
(a) Global Village (b) Ball (c) Universe (d) School
3. Crimes that are committed with computer are called
(a) Computer Fraud (b) 419 (c) Yahoo yahoo (d) stealing
4. Access to information is now cheaper and economically viable
(a) TRUE (b) FALSE (c) I DON'T KNOW (d) a and b

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5. One of these of NOT a disadvantage of ICT

(a) Loss of Job

(b) Cheaper

(c) Crime Aid

(d) Pornography

SECTION B

1. Give FIVE advantages of ICT

2. Give FIVE disadvantages of ICT

READING ASSIGNMENT

Computer Studies for Senior Secondary School Education page 40.

WEEK TEN

Date

TOPIC - I.C.T GADGETS

Reference Book – A handbook on Computer Studies (PRACTICAL GUIDE) for Schools and Colleges by NiyiAdekolegan

CONTENT

G.S.M. TECHNOLOGY

GSM Stands for Global System for Mobile communication. It is an ICT telecommunication device. It is the most popular mobile phone in the world today. GSM allows network operators to offer “roaming” services. The word roaming is the ability of the customer to use their phones whenever they are at anytime (this has to do with the availability of Network).

With GSM, when you have a mobile phone with a line you can be connected to the whole world. You can roam to another region or country and use the services of any Network operator in the region that has a roaming agreement with your GSM network operator. Messages can be sent to another subscriber on the service and an acknowledgement of receipt provided to the sender SMS can also be used in a cell broadcast mode for sending messages. Messages can be stored in the SIM card for later retrieval.

Prominent GSM operators in Nigeria include:

1. Globalcom (GLO)
2. MTN-NG
3. ECONET/V MOBILE/CELTEL/ZAIN
4. NITEL/MTEL
5. MULTILINKS
6. VISAFONE
7. STARCOMMS
8. ETISALAT

GSM combines the features of super voice quality and data transmission. The advent of GSM technology has indeed turned the world into a global village.

GENERAL EVALUATION

1. Explain G.S.M. technology
2. Give FIVE examples of GSM operators in Nigeria

READING ASSIGNMENT

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WEEKEND ASSIGNMENT

SECTION A

Instruction: Choose the correct option from the ones lettered A to D

- (1) The ability of a user of the telephone to use the phone at anytime and wherever he/she is called (a) GSM (b) roaming (c) mobility (d) versatility
- (2) GSM is a telecommunication device (a) True (b) False (c) Not Sure (d) a and c
- (3) GSM is capable of transmitting voice and (a) Data (b) wave (c) sound (d) signal
- (4) Which of these is not a GSM operator in Nigeria..... (a) vodafone (b) MTN-NG (c) Globalcom(d) Airtel
- (5) SMS means..... (a) Short Message System (b) Short Message Station (c) Short Memory System (d) Short Memory Start

SECTION B

- (1)What is the importance of GSM to Information and Communication Technology?
- (2) GSM has turned the world into a global village. Explain.