

## Course Description Form

**Review the performance of higher education institutions ((review of the academic program))**

### Course Description

This course description provides a brief summary of the most important characteristics of the course and the learning outcomes expected of the student to achieve, proving whether he or she has made the most of the available learning opportunities. It must be linked to the program description.

<b>1. Educational institution</b>	Faculty of Physical Education and Sports Sciences
<b>2. University Department / Center</b>	Theoretical Sciences Branch
<b>3. Course Name/Code</b>	Computers /
<b>4. Programs in which he enters</b>	Physical Education and Sports Sciences
<b>5. Available Attendance Forms</b>	Full Time – Daily
<b>6. Semester / Year</b>	First and second / 2023-2024
<b>7. Number of Credit Hours (Total)</b>	2 hours per week
<b>8. The history of preparation of this description</b>	2024

<b>9. Course Objectives</b>	
<b>Increase the student's skill using the computer</b>	
<b>Identify the basics of the computer and the stages of computer development</b>	
<b>Knowledge of the areas of computer use</b>	
<b>Know common problems when using the computer and how to address them</b>	

<b>10. Learning outcomes and teaching, learning and assessment methods</b>	
<b>A- Knowledge and understanding</b>	
<ol style="list-style-type: none"> <li>1. The student's ability to use the computer and the operating system</li> <li>2. How to deal with the problems faced by the user and ways to solve them</li> <li>3. Knowledge of computer parts and its software and physical components</li> </ol>	
<b>B - Subject-specific skills</b>	
<ol style="list-style-type: none"> <li>1. Components of the main interface of the operating system</li> <li>2. Identification of data input and output devices and their types</li> <li>3. CPU and storage media</li> </ol>	

<b>Teaching and learning methods</b>	
1- <b>Clarification and explanation of study materials</b> 2- <b>Giving the student tasks and applying them within the laboratory</b> 3- <b>Presenting different ideas and knowing the extent to which the student can apply them</b> 4- <b>Presenting the lecture using the PowerPoint program, explaining this with illustrative pictures, and then presenting the program and the direct application of its tools</b>	
<b>Improve student skill by visiting websites -5</b>	
<b>Evaluation methods</b>	
. Daily tests with multiple-choice questions for subjects - - Participation grades for students' challenging competition questions . - Setting grades for assigned homework . - And theoretical and practical exams	
<b>C- Thinking skills</b>	
1. Collecting plans and ideas and implementing them within the program 2. Know the paths or methods that implement the idea to be applied 3. Take ready-made samples of a book or text and apply them to the computer	
d. General and transferable skills (other skills related to employability and .(personal development <b>.D1- Time management to achieve the maximum benefit and the best return</b> <b>D2- Using the means of effective communication skills and the ability to work together to activate the processes related to the sports field</b> <b>D3- Using methods and procedures to collect, build and analyze databases using the computer</b> <b>D4- Writing and presenting reports and memoranda using modern means of communication and technology</b> <b>D5- Active participation in professional gatherings of local and national physical education and in the wider educational field</b> <b>D6- Practicing continuous learning and self-learning in the sports field and in life in general</b> <b>.D7- Leading individuals to achieve the desired goals</b> <b>D8- Knowledge of one of the foreign languages to activate the work environment when needed.</b>	

11. Course Structure					
The week	Hours	Required Learning Outcomes	Name of the unit/course or topic	Method of education	Evaluation method
1	2	Understand and comprehend	Computer Fundamentals – Computer Life Cycle Phases	<b>Built-in presence</b>	Participation
2	2	Understand and comprehend	The development of computer generations	<b>Built-in presence</b>	Participation
3	2	Understand and comprehend	Electronic Computer Computer	<b>Built-in presence</b>	Participation
4	2	Understand and comprehend	Computer Usage Areas – Computer Components	<b>Built-in presence</b>	Participation
	2	Understand and	Types of computers	<b>Built-in</b>	

5		comprehend		presence	Participation
6	2	Understand and comprehend	Classification of computers	<b>Built-in presence</b>	Participation
7	2	Understand and comprehend	Computer Components	<b>Built-in presence</b>	Participation
8	2	Understand and comprehend	Computer physical entity	<b>Built-in presence</b>	Participation
9	2	Understand and comprehend	Data Entry Devices	<b>Built-in presence</b>	Participation
10	2	Understand and comprehend	Data Output Devices	<b>Built-in presence</b>	Participation
11	2	Understand and comprehend	Computer Box, System Unit	<b>Built-in presence</b>	Participation
12	2	Understand and comprehend	CPU	<b>Built-in presence</b>	Participation
13	2	Understand and comprehend	Types of memory	<b>Built-in presence</b>	Participation
14	2	Understand and comprehend	Bit and byte	<b>Built-in presence</b>	Participation
15	2	Answer	First Semester Exam	<b>Built-in presence</b>	Participation
16	2	Understand and comprehend	Desktop components	<b>Built-in presence</b>	Participation
17	2	Understand and comprehend	Start menu – turn on and off the computer	<b>Built-in presence</b>	Participation
18	2	Understand and comprehend	To-do bar – and taskbar menu	<b>Built-in presence</b>	Participation
19	2	Understand and comprehend	Folders and files	<b>Built-in presence</b>	Participation
20	2	Understand and comprehend	Performing operations on windows	<b>Built-in presence</b>	Participation
21	2	Understand and comprehend	Preview the icons – create a file/folder	<b>Built-in presence</b>	Participation
22	2	Understand and comprehend	Delete process – recover a deleted file	<b>Built-in presence</b>	Participation
23	2	Understand and comprehend	Copy and paste process - search folders and files	<b>Built-in presence</b>	Participation
24	2	Understand and comprehend	Desktop backgrounds	<b>Built-in presence</b>	Participation
25	2	Understand and comprehend	Control Panel	<b>Built-in presence</b>	Participation
26	2	Understand and comprehend	Activity	<b>Built-in presence</b>	Participation
27	2	Understand and comprehend	Some common computer conditions and settings	<b>Built-in presence</b>	Participation
28	2	Understand and comprehend	Set date and time – and mouse properties	<b>Built-in presence</b>	Participation
29	2	Understand and comprehend	Maintenance of primary discs	<b>Built-in presence</b>	Participation
30	2	Answer	Second Semester Exam	<b>Built-in presence</b>	Participation

12. Infrastructure	
<ul style="list-style-type: none"> <li>▪ Basic texts</li> <li>▪ Course Books</li> <li>▪ Other</li> </ul>	: Required readings 1. The company's official website is <a href="http://www.Microsoft.com">www. Microsoft.com</a> Yusr Al-Mustafa Series for Science. .2 Fundamentals of Computer and Internet, Office 2010 Dr. Ziad Mohamed Abboud
Special requirements ( including e.g. workshops, periodicals, software, websites )	Workshop on Computer and Office Programs Practical workshops to use the program's tools Information Network Services
Social services ( e.g. guest lectures, vocational training and field studies )	Multiple qualitative lectures

13. Acceptance	
Prerequisites	There isn't any
Minimum number of students	150
The largest number of students	250