



## 1<sup>ST</sup> QUARTER COMPUTER POINTERS TO REVIEW S.Y. 2019 – 2020

<p><b>Computer 1</b></p> <ul style="list-style-type: none"> <li>❖ The Wonders of Computer</li> <li>❖ The Early Counting Tools and Computer</li> <li>❖ The Data processing Cycle</li> <li>❖ The Computer and Its Elements</li> <li>❖ The Computer and Its Parts</li> <li>❖ Caring for the Computer</li> </ul>	<p><b>Computer 6</b></p> <ul style="list-style-type: none"> <li>❖ LESSON 1: Technology Through the Years</li> <li>❖ LESSON 2: Making Sense of Data</li> <li>❖ LESSON 3: The Computer Has Many Faces</li> <li>❖ LESSON 4: Power in Computer</li> <li>❖ LESSON 5: Unfolding the Net</li> <li>❖ LESSON 6: How the Net Connects</li> </ul>
<p><b>Computer 2</b></p> <ul style="list-style-type: none"> <li>❖ The Modern Computers -How they All Began               <ul style="list-style-type: none"> <li>○ Abacus</li> <li>○ Charles Babbage</li> <li>○ computer</li> </ul> </li> <li>❖ The Different Types of Computer               <ul style="list-style-type: none"> <li>○ Supercomputer</li> <li>○ Desktop</li> <li>○ Touch screen</li> </ul> </li> <li>❖ How Computers Work</li> <li>❖ How to Take Care of Your Computer</li> <li>❖ The Elements of a Computer</li> <li>❖ Parts of a Computer System               <ul style="list-style-type: none"> <li>○ Parts of an Optical Mouse</li> </ul> </li> </ul>	<p><b>Computer 7</b></p> <ul style="list-style-type: none"> <li>❖ Lesson 1: The Webpage Untangled               <ul style="list-style-type: none"> <li>○ Your First Webpage, HTML Tags, Web Tools &amp; W3C Standards</li> </ul> </li> <li>❖ Lesson 2: Writing Out the Webpage               <ul style="list-style-type: none"> <li>○ Format Tags, More Text Tags, Tags for Lists</li> </ul> </li> <li>❖ Lesson 3: Planning Your Website               <ul style="list-style-type: none"> <li>○ Website planning and Website Sections</li> </ul> </li> <li>❖ Lesson 4: Experimenting with Fonts and Colors               <ul style="list-style-type: none"> <li>○ Fashioning CSS, Color, Text and Comment Tags</li> </ul> </li> </ul>
<p><b>Computer 3</b></p> <ul style="list-style-type: none"> <li>❖ Lesson 1: The Basics of the Microsoft Windows 10 Operating System</li> <li>❖ Lesson 2: The Desktop Environment</li> <li>❖ Lesson 3: The Start Menu</li> <li>❖ Lesson 4: The File Explorer Window</li> </ul>	<p><b>Computer 8</b></p> <ul style="list-style-type: none"> <li>❖ The Evolution of Programming Languages</li> <li>❖ Overview of Programming Paradigms</li> <li>❖ Algorithm (Pseudocode and Flowchart)</li> <li>❖ Different Instructions or Commands in Flowcharting</li> <li>❖ Relational Expressions and Operators</li> <li>❖ The Flowchart with decision-maker</li> <li>❖ Flowcharts With Repetition</li> </ul>
<p><b>Computer 4</b></p> <ul style="list-style-type: none"> <li>❖ LESSON 1: What's in the House?</li> <li>❖ LESSON 2: Power Inside the Computer</li> <li>❖ LESSON 3: Keeping Files on File</li> <li>❖ LESSON 4: A Load of Files</li> <li>❖ LESSON 5: The Soft Powers the Hard</li> <li>❖ LESSON 6: Software that Makes Work Easy</li> </ul>	<p><b>Computer 9</b></p> <ul style="list-style-type: none"> <li>❖ Lesson 1: Getting Acquainted with Java</li> <li>❖ Lesson 2: Understanding the Java Program</li> <li>❖ Lesson 3: Java Names and Labels</li> <li>❖ Lesson 4: Connecting Data Through Operators</li> </ul>
<p><b>Computer 5</b></p> <ul style="list-style-type: none"> <li>❖ Lesson 1 - Wired to the World</li> <li>❖ Lesson 2 - Doing Right with Computers</li> <li>❖ Lesson 3 - Personalized for You</li> <li>❖ Lesson 4 - Hardware for the PC</li> <li>❖ Lesson 5 - How the Computer Remembers</li> <li>❖ Lesson 6 - Ways to Remember Data</li> </ul>	<p><b>Computer 10</b></p> <ul style="list-style-type: none"> <li>❖ Lesson 1: An Introduction to Computer programming</li> <li>❖ Lesson 2: Front End Application</li> <li>❖ Lesson 3: Back End Application</li> </ul>