

# TOROS ÜNİVERSİTESİ

Vocational School  
Child Development

## Course Information

COMPUTER I					
Code	Semester	Theoretical	Practice	National Credit	ECTS Credit
		Hour / Week			
BTP111	Fall	2	2	3	4

<b>Prerequisites and co-requisites</b>	None
<b>Language of instruction</b>	Turkish
<b>Type</b>	Required
<b>Level of Course</b>	Associate
<b>Lecturer</b>	Lec. Furkan GÖZÜKARA
<b>Mode of Delivery</b>	Face to Face
<b>Suggested Subject</b>	None
<b>Professional practise ( internship )</b>	None
<b>Objectives of the Course</b>	To review the fundamental subjects and interests of computer
<b>Contents of the Course</b>	General introduction to computer sciences

## Learning Outcomes of Course

#	Learning Outcomes
1	Ability to apply basic sciences in the field of computer
2	Ability to design systems to meet desired needs
3	Ability to implement designs by experiments
4	Ability to create algorithmic solutions to inspect, improve and enhance existing systems by means of analytical approaches

## Course Syllabus

#	Subjects	Teaching Methods and Technics
1	Fundamental Concepts of Computer Sciences	Lecture, discussion
2	Computer Systems and Peripherals	Lecture, discussion
3	Introduction to Operating Systems	Lecture, discussion
4	Operating Systems	Lecture, discussion
5	Introduction to Algorithms	Lecture, discussion
6	Flow Charts	Lecture, discussion
7	Fundamental Concepts of Data Communication	Lecture, discussion
8	Midterm Exam	
9	Microsoft Word	Lecture, discussion
10	Microsoft Word	Lecture, discussion
11	Microsoft Excel	Lecture, discussion
12	Microsoft Excel	Lecture, discussion
13	Microsoft Excel	Lecture, discussion
14	Microsoft Power Point	Lecture, discussion

15	Microsoft Power Point	Lecture, discussion
16	Final Exam	

## Course Syllabus

#	Material / Resources	Information About Resources	Reference / Recommended Resources
1	Content is compiled from multiple sources		
2			

## Method of Assessment

#	Weight	Work Type	Work Title
1	40%	Mid-Term Exam	Mid-Term Exam
2	60%	Final Exam	Final Exam

## Relationship between Learning Outcomes of Course and Program Outcomes

#	Learning Outcomes	Program Outcomes	Method of Assessment
1	Ability to apply basic sciences in the field of computer	1	1,2
2	Ability to design systems to meet desired needs	1	1,2
3	Ability to implement designs by experiments	1	1,2
4	Ability to create algorithmic solutions to inspect, improve and enhance existing systems by means of analytical approaches	1	1,2

PS. The numbers, which are shown in the column Method of Assessment, presents the methods shown in the previous table, titled as Method of Assessment.

## Work Load Details

#	Type of Work	Quantity	Time (Hour)	Work Load
1	Course Duration	14	4	56
2	Course Duration Except Class (Preliminary Study, Enhancement)	14	2	28
3	Presentation and Seminar Preparation	0	0	0
4	Web Research, Library and Archival Work	0	0	0
5	Document/Information Listing	0	0	0
6	Workshop	0	0	0
7	Preparation for Midterm Exam	0	0	0
8	Midterm Exam	1	1	1
9	Quiz	0	0	0
10	Homework	0	0	0
11	Midterm Project	0	0	0
12	Midterm Exercise	0	0	0
13	Final Project	0	0	0
14	Final Exercise	0	0	0
15	Preparation for Final Exam	1	6	6
16	Final Exam	1	1	1
				<b>92</b>