Course "Computer Literacy". Module 1

Course Objective: to acquire skills for confident, independent use of a PC, to gain knowledge about personal computer hardware and its operating principles, to learn how to work with text, spreadsheets, images, and presentations, and to develop safe internet usage skills.

Course Program:

Day One

Computer Use Guidelines. Modern Computer-Related Professions
- Get acquainted with the group/student and the lesson rules
- Learn the rules for working on a computer
- Learn to work with windows
- Explore popular online professions

Learning Outcomes: to know the course program, to know the computer use guidelines, to be able to work with program windows, to know popular online professions.

Practical Assignment: working with Notepad

Day two

Working on the Internet. Files and Folders.
- Learn the rules of conduct and safe practices on the internet
- Get acquainted with the concepts of a file and a folder
- Learn how to save files correctly

Learning Outcomes: know the rules for safe work on the internet, be able to create a folder, a simple text file, be able to save files correctly.

Practical Assignment: checking password strength, creating and saving text files.

Day three

PC Hardware. Peripheral Devices.
- Get acquainted with PC hardware and peripheral devices
- Learn about hotkeys
- Learn to work with the mouse
- Learn to work with the keyboard
- Learn to use hotkeys

Learning Outcomes: know PC hardware and peripheral devices, be able to work with the mouse, know the key layout on the keyboard, be able to type on the keyboard, know the main hotkeys.

Practical Assignment: drawing in a program, working with the mouse, working with hotkeys.

Day four

Creating a Comic. Startup.
- Get acquainted with the comic style
- Prepare the topic of your startup

Learning Outcomes: create and present your own comic, create and design your startup idea.

Practical Assignment: drawing, creating a comic, designing your startup idea.

Course "Computer Literacy". Module 2

Course Objective: to acquire skills for confident, independent use of a PC, to gain knowledge about personal computer hardware and its operating principles, to learn how to work with text, spreadsheets, images, and presentations, and to develop safe internet usage skills.

Course Program:

Day One

Searching for Information Online. Working with Text
- Develop keyboard skills
- Learn to perform simple and advanced search queries
- Learn to work with text documents
- Study types of text files

Learning Outcome: be able to create a search query, be able to work with text, perform basic formatting and document saving, know types of text files.
Practical Assignment: creating ASCII art, advanced search queries, working with text.

Day two

Working with Images
- Get acquainted with types of computer graphics
- Get acquainted with graphic file formats
- Learn to perform image search on the internet
- Learn to work with raster images

Learning Outcome: know the types of computer graphics and graphic file formats, be able to find information by image, be able to create a raster image, be able to work with layers and tools in a photo editor.
Practical Assignment: creating fractal graphics, searching for images, creating a landscape, photomontage, image search

Day three

Working with Video Files
- Get acquainted with various video file formats
- Learn about a popular video hosting platform
- Learn to create GIF animations
- Learn to create video files in an online program

Learning Outcome: know the main video file formats, know information about video hosting platforms, create your own GIF animation and video clip.
Practical Assignment: searching for and organizing video files, creating a GIF animation, creating a video clip.

Day four

Working with Audio Files
- Learn about audio file formats
- Learn about online services for creating, recognizing, and downloading audio files
- Learn to create your own audio tracks

Learning Outcome: know audio file formats, be able to use programs to search for music, be able to use online services for working with audio, create and voice your own advertisement.

Practical Assignment: searching for audio files, working with samples, working with a drum machine, creating a video clip.

Course "Computer Literacy". Module 3

Course Objective: to acquire skills for confident, independent use of a PC, to gain knowledge about personal computer hardware and its operating principles, to learn how to work with text, spreadsheets, images, and presentations, and to develop safe internet usage skills.

Course Program:

Day One

Creating Presentations
- Learn the rules for creating, filling, and designing presentations
- Learn to create your own Google Slides presentations

Learning Outcome: understand the purpose of presentations, know and be able to apply basic rules for creating presentations, create an introductory presentation, practice presentation creation skills.
Practical Assignment: creating a presentation and filling it with information, working on design.

Day two

Creating Websites. Design and Overall Website Style. Website Concept.
- Get acquainted with the concept of web design and website creation technology
- Learn to identify and analyze webpage elements
- Learn to apply fonts and colors on webpages
- Create a description of your website

Learning Outcome: understand the concept of web design and website creation technology, be able to identify and analyze webpage elements, be able to apply fonts and colors on webpages, choose a concept and create a description of your website.
Practical Assignment: selecting a concept and color palette for the future website

Day three

Getting Started with Tilda
- Learn to work with basic Tilda functions
- Study simple blocks
- Start creating the first page of your website

Learning Outcome: be able to work with basic Tilda functions, distinguish simple blocks, create the first page of your website (landing page).
Practical Assignment: working on block creation, building your website (landing page)

Day four

Animation, Links, and Transitions in Zero-block
- Get acquainted with the concept of Zero-block and learn to add this type of block to your website
- Learn to create transitions between pages
- Learn to add animation to page elements

Learning Outcome: understand the concept and be able to add Zero-block to your website, be able to configure animation and transitions on a page.
Practical Assignment: creating a Zero-block, setting up transitions between pages, adding animations to website elements

Course "Computer Literacy". Module 4

Course Objective: to acquire skills for confident, independent use of a PC, to gain knowledge about personal computer hardware and its operating principles, to learn how to work with text, spreadsheets, images, and presentations, and to develop safe internet usage skills.

Course Program:

Day One

Introduction to 3D Modeling
- Get acquainted with the tasks and applications of 3D modeling
- Learn the interface and techniques of working with 3D Builder

Learning Outcome: be able to apply 3D modeling, know the basic techniques for working with 3D objects in 3D Builder, create your own 3D objects.
Practical Assignment: working with objects, creating your own 3D model.

Day two

Introduction to GameDev. Working with 3D Objects in Roblox
- Get acquainted with the concept of GameDev
- Learn the Roblox Studio interface
- Learn the basic 3D modeling tools in Roblox
- Learn to create simple 3D models

Learning Outcome: know and apply the concept of GameDev, know the interface and basic tools of Roblox Studio, create several of your own game 3D models.
Practical Assignment: familiarization with the Roblox Studio interface, working with simple objects, creating complex 3D objects**.**

Day three

Working with a 3D World. Introduction to Excel and Google Sheets
- Learn to create voluminous, realistic 3D worlds
- Learn to make a mini treasure hunt map
- Learn the principles of working with spreadsheets

Learning Outcome: be able to create voluminous, realistic 3D worlds, create a game map and populate it with objects, learn to create spreadsheets and perform simple calculations in them.
Practical Assignment: working with 3D landscape, generating and editing your own world, working with objects and configuring the game, practicing work with spreadsheets (creation, formatting, simple arithmetic operations and formulas).

Day four

Working with Figma. Preparing Presentations. Course Summary
- Learn to work in the online editor Figma
- Design an invitation and presentation for your project
- Deliver the presentation and summarize the learning outcomes

Learning Outcome: design an invitation and presentation of your work, present your projects and summarize the course.
Practical Assignment: working on designing an invitation card, finalizing the presentation of works from the course, conducting the presentation.