

**ACED 3100
Computer Systems
3 Semester Hours**

**College of Education
Valdosta State University
Department of Adult and Career Education
Conceptual Framework: Guiding Principles**
(adapted from the Georgia Systemic Teacher Education Program Accomplished Teacher Framework)

Dispositions Principle: Productive dispositions positively affect learners, professional growth, and the learning environment.

Equity Principle: All learners deserve high expectations and support.

Process Principle: Learning is a life-long process of development and growth.

Ownership Principle: Professionals are committed to, and assume responsibility for, the future of their disciplines.

Support Principle: Successful engagement in the process of learning requires collaboration among multiple partners.

Impact Principle: Effective practice yields evidence of learning.

Technology Principle: Technology facilitates teaching, learning, community building, and resource acquisition.

Standards Principle: Evidence-based standards systematically guide professional preparation and development.

Positively Impacting Learning Through Evidence-Based Practices

REQUIRED TEXTBOOK

Discovering Computers 2010 Living in a Digital World, Shelly and Vermaat

COURSE DESCRIPTION

A general overview of computer hardware and networks. Emphasis is placed on developing basic technological expertise and leadership in administering computer technology in the workplace.

COLLEGE OF EDUCATION CONCEPTUAL FRAMEWORK STANDARDS(CFS)

The following College of Education Conceptual Framework Standards will be addressed in this course:

- I. CONTENT AND CURRICULUM: Teachers demonstrate a strong content knowledge of content area(s) appropriate for their certification levels.
- VI. PROFESSIONALISM: Teachers recognize, participate in, and contribute to teaching as a profession.

COURSE OBJECTIVES

(Numbers in parentheses following each objective refer to the College of Education Conceptual Framework Standards)

Upon completion of this course, the student will be able to:

1. Demonstrate an in-depth knowledge of new hardware technological developments that are occurring in the computer industry and their impact on the workplace/educational environment. (I)
2. Demonstrate an in-depth knowledge of new software technological developments that are occurring in the computer industry and their impact on the workplace/educational environment. (I)
3. Demonstrate an understanding of computer ethics, privacy, and copyright. (I, VI) (GEO8)
4. Demonstrate an understanding of the hardware and software used by computer networks. (I)
5. Demonstrate an understanding of the responsibilities and duties of maintaining a computer network. (I)
6. Demonstrate an understanding of the basic concepts of the Internet and its impact on society and the workplace/educational environment. (I)
7. Develop the necessary skills and knowledge necessary to assume a technology leadership role in the workplace/educational environment. (I, VI)