



In the most simple definition, Computer Science is the study of computer hardware and software. Expanding on that meaning, Computer Science also comprises the implementation and application of hardware and software.

The Guam Public School System strives to provide students with a broad knowledge of the fundamentals of computers and software systems. We feel that students should also gain a grounding in some area of application of computers, and a sense of the responsibilities and ethical demands of the computing professions.

Given these objectives, the department has adopted a set of educational outcomes that we expect each student to have achieved by the time of graduation. Above all, we feel that students should possess fundamental knowledge and study skills that will enable them to be lifelong learners.

## **Summary Of Content Standards**

### **1. COMPONENTS OF A COMPUTER SYSTEM**

Students label and/or identify computer components, i.e., monitor screen, printer, keyboard, mouse, etc.

### **2. KEYBOARDING TECHNIQUES**

Students identify numbers, letters and other commonly used keys.

Students demonstrate proper finger positioning for all keys.

Students demonstrate proper data entry techniques.

### **3. SOCIAL AND ETHICAL ISSUES**

Students identify rights and responsibilities as technology users, i.e., piracy, plagiarism.

### **4. SOFTWARE APPLICATIONS**

Students use software appropriate to level; create developmentally appropriate multimedia products with support from teachers, family members or student partners.

### **5. DEVELOP PROBLEM SOLVING SKILLS**

Students develop problems, discuss computers' relevance to daily life activities, follow steps for particular procedures.

### **6. HISTORICAL PERSPECTIVES ON TECHNOLOGY**

Students explore modern technology and its effects on society both locally and globally.

### **7. JOBS RELATED TO COMPUTERS**

Students prepare for careers that use technological skills through positive work habits (i.e., reliability, responsibility), effective communications and leadership skills, and working as part of a team.

### **8. NETWORKING CONCEPTS**

Students demonstrate a basic understanding of network components, network types, communications components and software; apply data processing skills necessary to access remote network resources (i.e., file server, e-mail).

### **9. PROGRAMMING CONCEPTS**

Students develop a basic understanding of computer programming languages, i.e., BASIC, PASCAL.