

Pioneers of COMPUTER

Level 7



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Introduction

Dear Teachers,

I introduce in this book my humble contribution in order to help you cope with the latest developments in the second millennium, taking into consideration the needs of our dear students, who will be the leaders of the future and the new generation that will make the necessary changes for the interest of humanity. Therefore, I have adopted in my series the latest educational strategies based on ERFKE so as to create the proper educational environment, and build a generation that can be able to cope with information technology, and face the challenges imposed by the accelerating growth in the acquisition of information and skills, and to progress steadily toward employing technology in education. I do strongly believe that students have the abilities to promote progress in the country and achieve the aspirations of the nation by applying the up-to-date methods which support the student and make him or her the core of the educational process. Development processes require more efficient roles in preparing and planning in the field of education, and using various proper educational resources and aids, and giving the students, chances to freely express their opinions through democratic and independent channels.

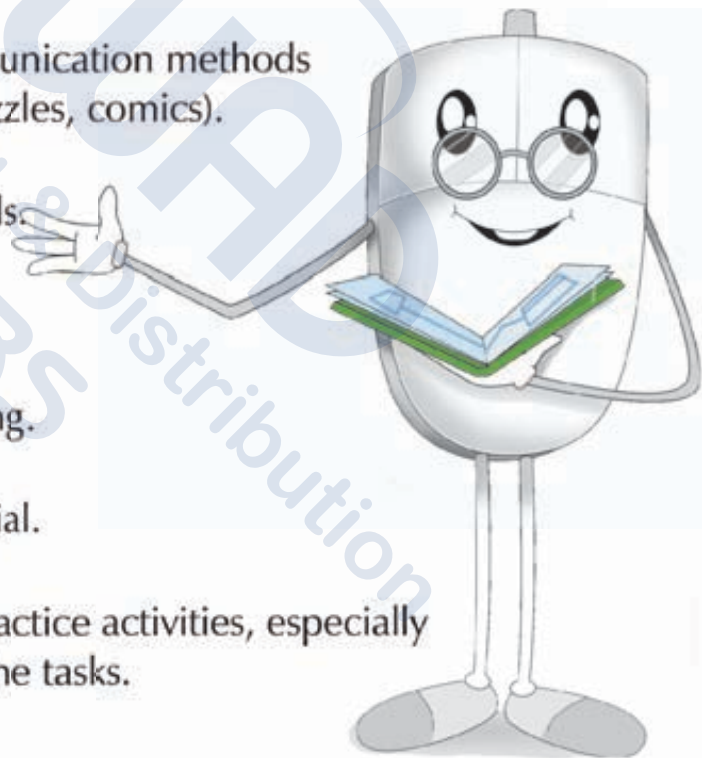
Dear Teachers,

Notice that the programs in this book are authorized in all publications and meet all specifications set by Microsoft. The materials included can be enriched by educational and recreational programs.

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Teacher's role in the teaching processes

- You're the leader.
- Listen to your student and let him express his own opinion.
- Encourage your student to participate, and ask him to try again when he makes a mistake.
- Encourage self-assessment.
- You're the guide. Let your students practice about 75% of the time of the lesson.
- Encourage your students to use co-operative activities.
- Listen to your students. Vary your communication methods (Facilities, such as diagrams, figures, puzzles, comics).
- Use available technology as learning tools.
- Explain the lesson in short steps.
- Evaluate continuously their understanding.
- Use the work sheets to enrich the material.
- Give enough time to your students to practice activities, especially to students with special needs to finish the tasks.



Computer Networks



Computers play an important role in the field of communication. We can now think of the world as if it was a small village! The world's latest news, updates and research are only a click away.

What you will learn :

- ❖ Definition of a Network
- ❖ Advantages of a Network
- ❖ Parts of a Network
- ❖ How a Network Adapter Card Works
- ❖ How a Modem Works
- ❖ How Networks Communicate
- ❖ Difference Between Wireless Networks and Regular Networks
- ❖ Equipment used for Networking
- ❖ The Types of Networks: LAN & WAN
- ❖ How to Use a Network

Computer Networks

Computer Network: Two or more computers connected with each other in order to share data and equipment. It saves time, money and labor so that any user may access information from anywhere within the network quickly and easily. If a network is connected to the internet, a user may access information from different countries or even continents, in a small amount of time.

Machines That can be Shared In a Network. (Peripherals)

1. **Printer** : It is usually a high quality printer
2. **Scanner**: Used to scan documents, pictures, etc. and save them onto the computer.
3. **Modem**: used to connect the network to the internet.



Activity Networks

In a group, find different machinery that can be connected to a network.

.....

.....

.....

Programming that can be Shared in a Network

Users can create center programming that can be used to store data from anywhere in the world. When you purchase a laptop or a telephone from an international brand or company, you will receive a warranty. The information will be saved on the company's network, any supplier will be able to access any information they need about your product if it was lost or stolen.

Anyone can connect to the internet and talk directly to a professional repairman or car mechanic, for example, in order to get help with a specific problem. This can be done through specific chat rooms, and the user can talk both with video and sound

Activity

Networks

Search for international programming that is used worldwide. Give three examples.

.....

.....

.....

Parts of a Computer Network

1. Computers:

Computers are connected with each other to create a network.

2. Network Adapter Cards:

Network Adapter Cards are installed onto the mother board on every computer in a network. The Network Adapter Card sends and receives data through the cables present in the network.



3. Means of communication (Connection)

Data is transferred via the network, there are two types of connections
Wireless Connections and Wired Connections.

Wired Connections

1. Twisted Pair Cable

There are two types of twisted pair cables: shielded and unshielded.

2. Coaxial Cable

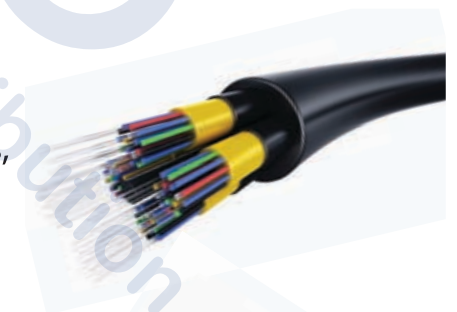
The central wires are made of copper, it is covered with insulation. It is also covered with metal wires for protection. Is finally covered with an outer layer of plastic, rubber or Teflon.

Types of Central wires.

- a) Thin central wires, its length can reach up to 185 meters.
- b) Thick central wires, it length can reach up to 500 meters.

3. Fiber Optics Cable

Fiber Optic Cables are fibers made from pure glass, which are long and no thicker than a strand of hair. Many fibers are tied together inside the cable. Fiber optic cables can transfer light signals, far distances.



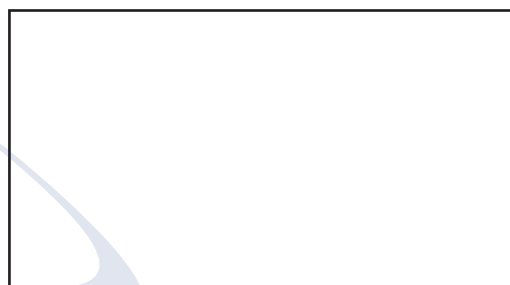


Means of Communication (Connection)

Search for pictures of the different types of cables stated below, then glue them in the correct place.



Twisted Pair Cable



Fiber Optic Cable



Thin Central Wires



Thick Central Wires

Wireless Transmission Media

Wireless communication signals are transmitted via the atmosphere. Computers use the following types of signals:

1. Infrared

Infrared signals are transmitted to connect between computers and devices like the mouse, keyboard and other similar devices.

2. Radio Waves

Radio communication networks are similar to computer communication networks. A device sends a signal using a specific frequency; the receiving device adjusts its frequency to match the sending frequency in order to receive the signal.

3. Micro Waves

Microwaves have short waves however they have high frequencies which enable them to cover a large area of communications. They are used in satellite communications to transmit data.