Pioneers of COMPUTER

Level 6

Dr. Basem Al-Ja'bari

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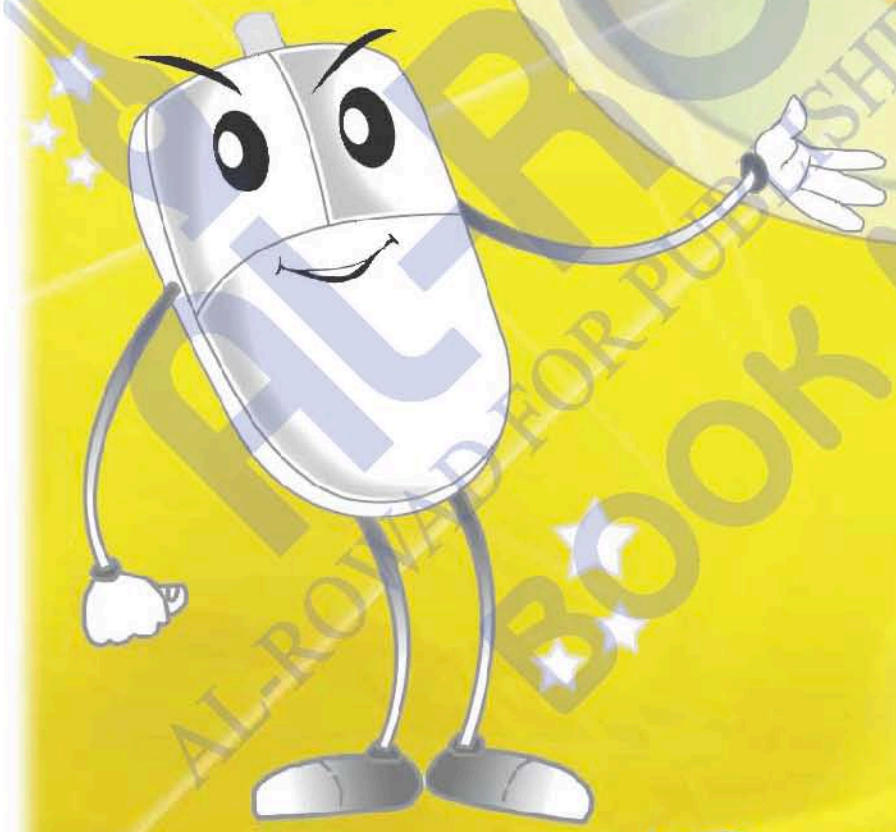
Pioneers of COMPUTER

Level 6



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PROUD BOOK MAKERS
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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 millinuem, 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 technoloy 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 express freely their opinions through democratic and independent channels.

Dear Teachers,

Notice that the programs in the 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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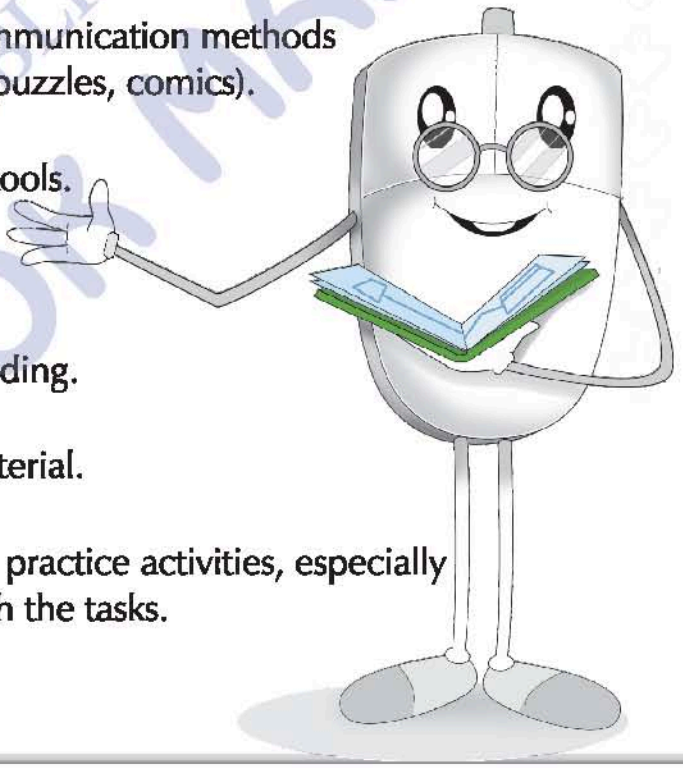
BOOKMARKS

Teacher's role in 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.



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Unit 1

Computational knowledge

In this chapter we will introduce the information society, in which computer forms the most essential element. Its role in finding a digital envronment simplify the dealing with its member electronically and shortening the time and the distance, by activating the E-government and the E-commerce on the cell phones and the use of the electronicscards. Consistency with this upgrade we have to stop at the intellectual property rights.

Objectives:

At the end of this chapter the students will:

- Identify the information community.
- Recognize the E-government.
- Learn the benefits for the E-government.
- Understand the E-commerce concept.
- Recognize the benefits of the E-commerce.
- Recognize the electronics cards.
- Distinguish between Electronics cards.
- Recognize the use of cell phones in E-commerce.
- Understand the intellectual property rights.
- Recognize the free software.
- Recognize the trail software.
- Recognize the commercial software.

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Information society

Information society is a modern global society uses all means of technology presented by computers and Internet and different communications to remove the barriers between the individual and society. Therefore individual can roam the world to get all the services available and can also communicate with others to participation in research and distance learning; hence all services in the world are available to all individuals, each according to his interest and his career.

1- E-government

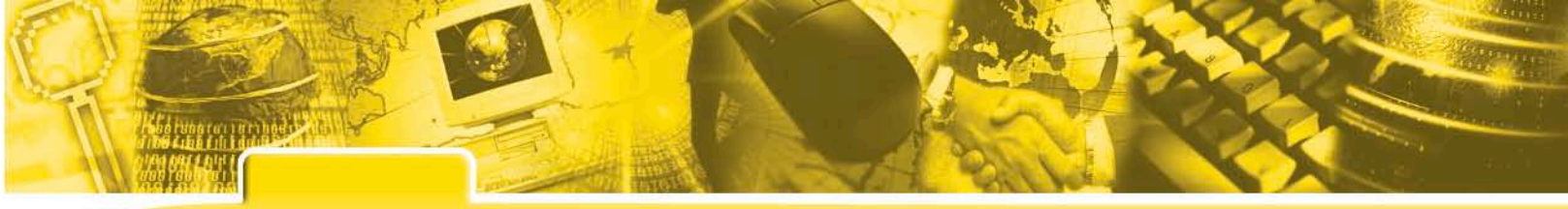
Countries seek and compete in the development of her governmental performance, and to create the most successful ways to connect with her citizens in all over the world.
And aims to improve the performance of traditional government and deliver service efficiently and precisely . and reduce the time and cost required for the completion of government transactions, and reaches a high degree of citizen's satisfaction, in addition to create an integrated atmosphere between various government agencies, moreover find the so-called e-government in the presence of the World Wide Web and governments did the following:
1. Computerize all government organizations, and save data on the organization's computers, the following figure shows the ministry of education website in United Arabic of Emirate.

2. connect all government agencies with the e-government website ,e.g.:

- The following E- government website for United Arab of Emirate:

- The following E- government website for Dubai:

3. Divide responsibilities among all governmental ministries and departments by accessing its data.



The E-government Aims for:

1. Expedite the completion of governmental transactions.
2. Save the citizen's time and money.
3. Away from the administrative routine in the completion of transactions.

Activity (1-1) **E-government**

1- Display the www.moe.gov.ae website , write three services this website provided for citizens.

1. .....

2. .....

3. .....

2- Fill the following table with names for a governmental websites in your country, and services these websites provided.

Website	Service

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2- E-commerce

The concept of E-commerce means buying and selling via the Internet where the Internet has contributed to finding solutions to the process of buying and selling which benefits both the seller and the buyer through the following:

1. Buy and sell from anywhere in the world where the world has become a market open to everyone.

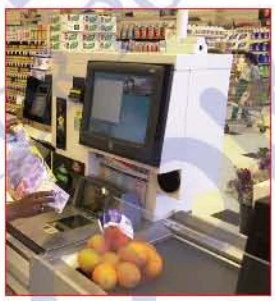
2. The provision of goods with low prices, since the goods cost is low, and Provide opportunity to the customer to reach the companies products around the world easily.

3.Provide an opportunity for small and medium enterprises to participate in international trade and the world via the Internet.

4. Ease of shopping and speed.

3- shopping types

1. traditional shopping



- To do a traditional shopping process you must do the following:
  1. Go to the market (the store) during working hours.
  2. Compare goods and prices of goods displayed in more than a shop.
  3. Select good items with low prices.
  4. Carry goods to the house.

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