QF01/0408-4.0E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Cyber Security Department

Study plan No.	**2021-2022**		**University Specialization**		**Cyber Security**
Course No.	**0125130**		**Course name**		**Introduction to Information Technology**
Credit Hours	**3**		**Prerequisite Co-requisite**		**Remedial Computer Skills**
Course type	☐ MANDATORY UNIVERSITY REQUIREMENT	☐ UNIVERSITY ELECTIVE REQUIREMENTS	✓ FACULTY MANDATORY REQUIREMENT	☐ Support course family requirements	☐ Mandatory requirements / ☐ Elective requirements
Teaching style	☐ **Full online learning**		✓ **Blended learning**		☐ **Traditional learning**
Teaching model	☐ **2Synchronous: 1asynchronous**		✓ **2 face to face :1synchronous**		☐ **3 Traditional**

Faculty member and study divisions information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail	
To be filled by the instructor					
Division number	**Time**	**Place**	**Number of students**	**Teaching style**	**Approved model**

Brief description

This course aims to give an introduction of Information technology and its applications, the internet, world wide web and different internet threats. Moreover, software types and their uses, computer hardware including input and output devices and communications, networks and cyber threats are also introduced. Finally, an introduction to problem solving using pseudo code and flowcharts are presented in this course

Learning resources

Course book information (Title, author, date of issue, publisher ... etc)	1-Information Technology An Introduction for Today's Digital World, Richard Fox, Routledge, Second Edition, 2021. 2-Start out with Programming and Design, Tony Gaddis, Pearson, Fifth Edition, 2019			
Supportive learning resources (Books, databases, periodicals, software, applications, others)	. Brian Williams, Stacey Sawyer Using Information Technology 9th Complete Edition, 2016. 2. Diane Zak, An Introduction to Programming with C++, 8th ed.,Cengage learning, 2016.			
Supporting websites	https://www.routledge.com/Information-Technology-An-Introduction-for-Todays-Digital-World/Fox/p/book/9780367820213			
The physical environment for teaching	✓ Class room	☐ labs	☐ ✓Virtual educational	☐ Others

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			platform	
Necessary equipment and software	Microsoft Word and Power Point			
Supporting people with special needs				
For technical support	**E-learning and Open Educational Center. Computer Center**			

Course learning outcomes (S= *Skills, C= Competences K= Knowledge,)*

No.	Course learning outcomes	The associated program learning output code
	Knowledge	
K1	Understand the fundamentals of information technology	**MK1**
K2	Learn core concepts of computing systems	**MK3**
K3	Understanding the problem-solving techniques.	**MK4**
	Skills	
S1	Knowing the different types of computers and its component	**MS1**
S2	Understanding the algorithmic thinking	**MS4**
	Competences	
C1	Analyze a given problem statements	**MC2**

Mechanisms for direct evaluation of learning outcomes

Type of assessment / learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
First exam	0	**0**	%20	0
Second / midterm exam	%30	**%30**	%20	30%
Participation / practical applications	0	**0**	10	30%
Asynchronous interactive activities	%30	**%30**	0	0
final exam	%40	**%40**	%50	40%

Note: Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	Introduction to Information Technology	**Lectures**	**TB1- Ch1**
2	The CPU and Memory	**Lectures**	**TB1- Ch2**
3	The CPU and Memory	**Lectures**	**TB1- Ch2**
4	The CPU and Memory	**Lectures**	**TB1- Ch2**
5	Storage and I/O	**Lectures**	**TB1- Ch3**

6	Software	**Lectures**	**TB1- Ch5,7**
7	Software	**Lectures**	**TB1- Ch5,7**
8	Software	**Lectures**	**TB1- Ch5,7**
9	Introduction to Programming Logic and Design	**Lectures**	**TB2 –Ch2**
10	Introduction to Programming Logic and Design	**learning through problem solving**	**TB2-Ch2**
11	Introduction to Programming Logic and Design	**learning through problem solving**	**TB2-Ch4**
12	Introduction to Programming Logic and Design	**learning through problem solving**	**TB2-Ch5**
13	**Network and Security**	**Lectures**	**TB- Ch6,9**
14	**Network and Security**	**Lectures**	**TB- Ch6,9**
15	**Network and Security**	**Lectures**	**TB- Ch6,9**
16	**Final Exam**		

*** Learning styles: Lecture, flipped learning, learning through projects, learning through problem solving, participatory learning ... etc.**

**** Reference: Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.**

Schedule of asynchronous interactive activities (in the case of e-learning and blended learning)

Week	Task / activity	Reference	Expected results
1	Windows History	TB-Ch10+ google	Report
2	Windows File Types	TB-Ch10+Google	Flowchart
3	Control Panel	TB-Ch10+ Google	Task – to find options
4	Windows settings	TB-Ch10+ Google	Task – change settings
5	Cortana	TB-Ch10+ Google	Report
6	Processor Management	TB-Ch10+ Google	Screenshots
7	Windows Task Manger	TB-Ch10+ Google	Screenshots
8	Windows Services	TB-Ch10+ Google	Report
9	Resources Monitor	TB-Ch10+ Google	Screenshots
10	Power options	TB-Ch10+ Google	Report
11	Windows Administrations	TB-Ch10+ Google	Report
12	Windows 10	TB-Ch10+ Google	Report
13	NIC types	Google	Report
14	TCP/IP Suite	Google	Report
15	Problem Solving	Handout	Pseudo Code and Flowchart
16	Final	--	--