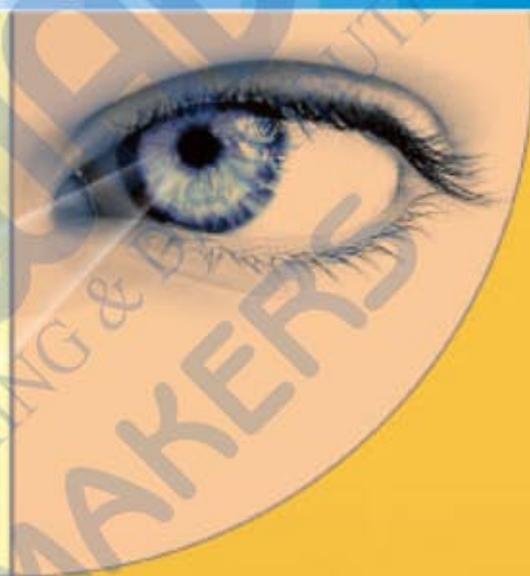


# Pioneers of COMPUTER

*Level 6*



  
**AL-ROWAD**  
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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 express freely their opinions through democratic and independent channels.

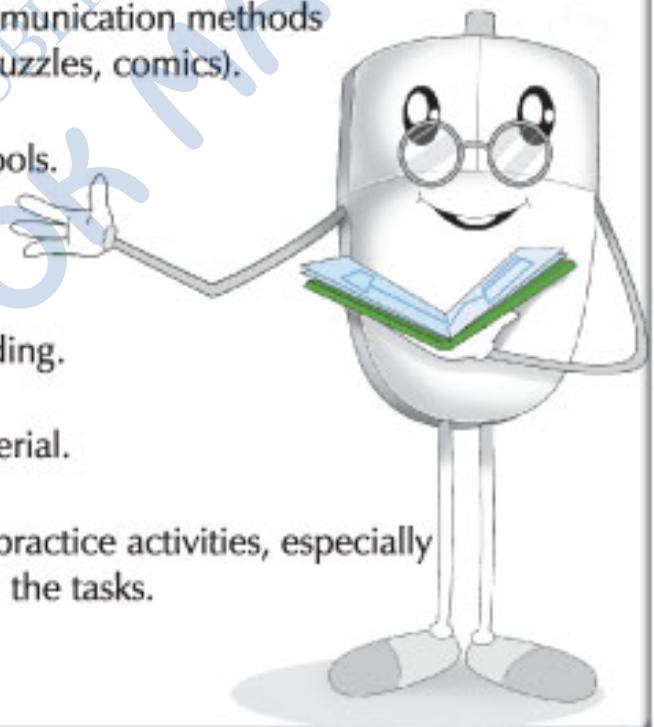
### Dear Teachers,

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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## 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.



# Unit 1

## Computer Culture



In this unit you will be introduced to Information Society, where computer is considered as an essential element in creating a digital environment. In this Information Society people interact electronically surmounting barriers time and place. Electronic government, electronic and mobile commerce and use of electronic cards, e.g (ATM.) in shopping are prominent features of this society. Knowledge economy, in which information becomes a commodity in such a society, requires consideration of intellectual property rights.

### Specific Outcomes

#### Students will:

- Have a clear concept of Information Society.
- Have a clear concept of Electronic Government.
- Get acquainted with the benefits of E- government.
- Have a clear concept of E-commerce.
- Learn the basic requirements for E-commerce.
- Learn the benefits of E-commerce to the customer.
- Get introduced to E-cards.
- Discriminate between types of E-cards.
- Use mobile phones in E-commerce.
- Be aware of intellectual property rights.
- Be aware of free software.
- Be introduced to commerce programs.
- Be aware of shareware software.

## Information Society

Information society is a modern global society which uses all available technical and technological means such as computers, internet and various types of communication to remove barriers between individuals and societies. In this society, a person can traverse countries of the world in his/her search for information and can get online education. In short, all services are available and everybody can find what he/she is looking for and satisfy his/her needs and interests.

### 1- E-government. ▶

Every government in a country tries to develop its performance and searches for the best means to communicate and interact with its citizens all over the world. An e-government tries to improve its traditional performance and does its best to provide service to its citizens efficiently and accurately with less time and less cost when implementing governmental transactions, in an attempt to satisfy its citizens and to create an environment of integration and coordination among various governmental departments.

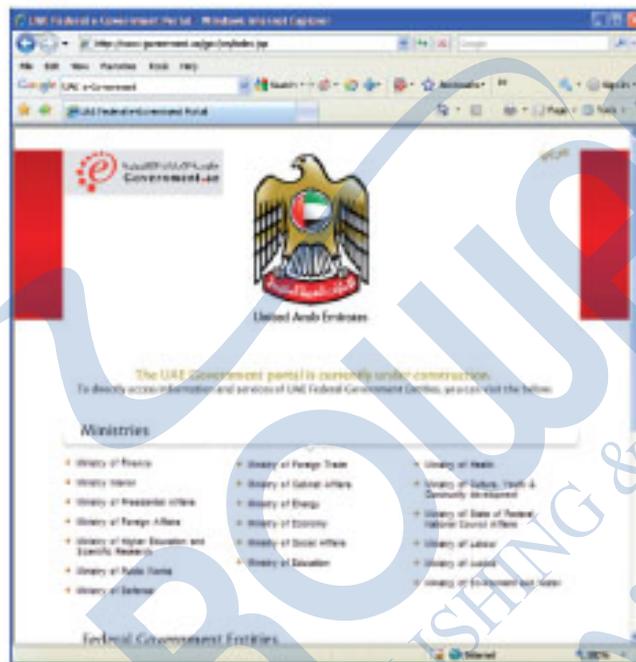
**To achieve these goals. E-governments do the following:**

- 1- Computerizing governmental departments and storing data in special computers in each department. The following figure shows the website of the Ministry of Education in U.A.E.



2- Connecting all government departments to the website of e- government. Examples of e- government website are shown below, in both languages Arabic and English.

- Website of e- government of U.A.E.



- Website of e- government of Dubai.



3- Publishing instructional information over the Internet to government ministries and departments.

**An e- government aims at:**

- 1- Implementing transactions as fast as possible.
- 2- Saving money, time and effort for citizens.
- 3- Avoiding administrative routine in implementing transactions.

Activity

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

1- Look at the website [www.moe.gov.ae](http://www.moe.gov.ae) and write down three services offered by the site to citizens.

1- \_\_\_\_\_

2- \_\_\_\_\_

3- \_\_\_\_\_

2- Write the name of the website of (e-government) of your country.

Web-cities	Service

## 2- E- Commerce

**E- Commerce means buying and selling over the Internet. The Internet has provided solutions for buying and selling, which are profitable for both buyers and sellers in ways mentioned below:**

- 1- Buying and selling may be done in any part of the world where markets are open to all.
- 2- Providing commodities with the least prices, since customers can choose from among a large number of rival companies easily.
- 3- Giving the opportunity to small and medium companies to participate in international and world commerce over the Internet.
- 4- Smoothness and speed of marketing.

### **First: Traditional shopping**



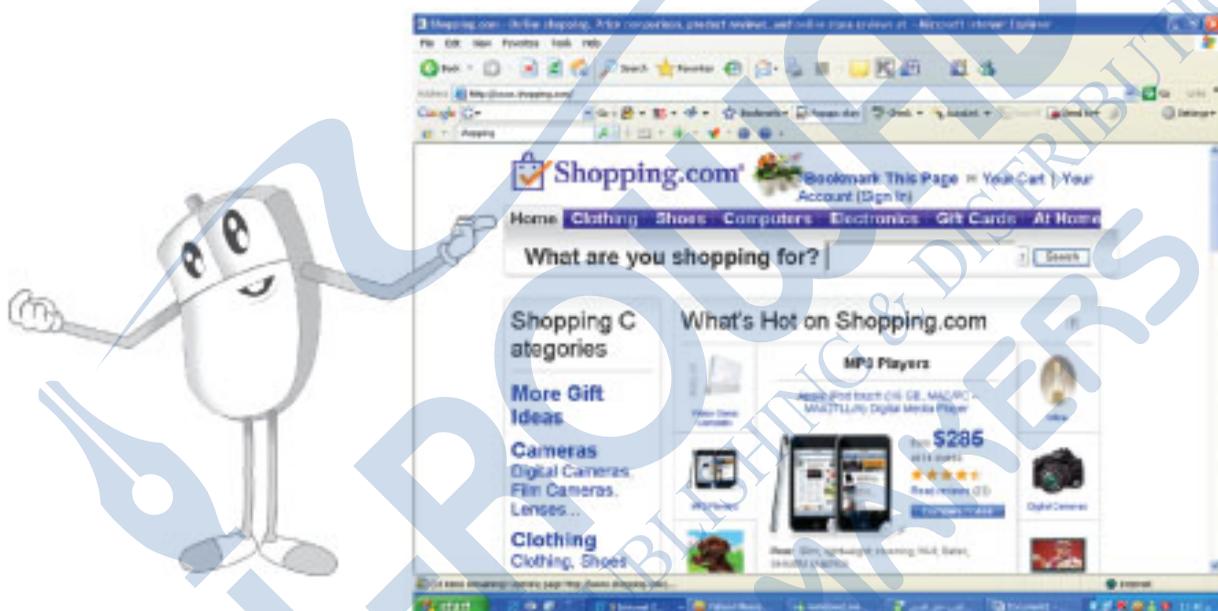
**To complete a traditional transaction, a customer usually does the following:**

- 1- Going to the market during work time.
- 2- Comparing prices of displayed commodities in more than one shop.
- 3- Choosing the best commodity with the least price.
- 4- Transporting the commodity.

## Second: Electronic shopping

To conduct electronic shopping, all the customer needs is to secure the following :

- 1- A computer set connected to the Internet.
- 2- Access to website of e-commerce. (The following screen shows one of the sites of e-commerce).



- 3- Using e-cards in shopping.
- 4- Transporting the commodity, which can be done by means of:
  - \* ordinary mail for goods. In this case it is called partial e-commerce.
  - \* Internet for digital products such as electronic games, special software, films and other programs. In this case it is pure e-commerce.

### Activity

(1-2)

Enter the following Amazon site [www.amazon.com](http://www.amazon.com) and learn how shopping is done over this site.

### Third: E-commerce over mobile phone

Mobile phones can be connected to the Internet and used in E – commercial deals such as buying and selling shares, or shopping from electronic web sites.

The following example shows how shopping can be done over mobile phones:



### Questions

**Q.1- Mention three advantages of E- Government.**

.....

.....

.....

**Q.2- Complete the comparison between traditional shopping and e-shopping:**

Aspect of comparison	Traditional shopping	E-shopping
Time and place		
Currency used in shopping		
Computer usage		

**Q.3- Complete the following sentences:**

In partial e- commerce, goods are sent from e- commercial web sites to the buyer by..... , but in pure e- commerce, digital programs can be received over.....