

PROGRAM GOALS

COMPUTER EDUCATION

1. The student knows events that have influenced or may influence computer development and use.
2. The student relates knowledge about computers to career goals and plans.
3. The student knows characteristics of computer-related hardware, software, and documentation and principles underlying their design and use.
4. The student knows theoretical aspects of computer science appropriate to the student's level of computer use.
5. The student knows applications and uses of computers.
6. The student knows effects of computers on society.
7. The student knows principles, procedures, and limitations of computer systems and can use computers as a tool for inquiry, problem-solving, and recreation.
8. The student values aesthetic components of computer science and computer applications.
9. The student is confident of the right to develop, hold, or express conventional or unusual ideas related to computers and computer applications.
10. The student is able to adapt concepts and processes of computer science to examine issues, to clarify personal values, to solve personal and social problems, and to satisfy personal curiosity.
11. The student knows and values ethical obligations and legal responsibilities related to computer use.
12. The student values knowledge and skills related to computing which enable individuals and groups to cope with the complexity of human society.
13. The student is able to make responsible decisions about computer uses that affect the students's economic, political, physical, or social environment.