



# Project: Course “IT Basics - module I”

## Course scenario

Version 1.0  
22nd April 2006

### Course data:

- Author: 4system
- Title: IT Basics - module I
- Description: Module I of ECDL courses – IT Basics
- Version:
  - 1.0
  - Date of creation: 08th March 2006
  - Date of last modification: 22nd April 2006
- Page header information:
- Amount of pages: 12












Document's metrics:

Author:	<b>4system Polska Sp. z o.o.</b>
Title:	<b>IT Basics</b>
Comment:	
Number of pages:	
Date of creation:	
Date of last modification:	

General information:

-  Button that allows a user to proceed to the next page – link for a course page (active after the last step in a page)  
Next page
-  Button that allows a user to return to the previous page – link for a course page  
Previous page
-  Button that allows a user to proceed to the next step (inactive after the last step)  
Next step
-  Link to the lexicon that contains the explanation of all difficult terms and words, opened (available on any course page)  
Lexicon
-  Link to the table of contents that is opened in a separate window (available on any course page), a student can return to the beginning of a lesson anytime  
Table of contents
-  Link to a page that displays the information about navigation used in a course, opened in a new window (available on any course page)  
Navigation
-  Launching a script to refresh a currently displayed page to start it from the beginning  
Refresh

Call-outs that appear in a course are always adjusted to the entered text's length and contain the mouth-piece that is directed to a leading character. Each call-out has also an audio file (lector's voice) specified.

Feedbacks that are displayed after an exercise is incorrectly solved contain the information or explanation (link to a page) about a particular issue.

The lexicon is placed at the end of this lesson. It can be opened by a student anytime either by pressing the Lexicon button or by clicking the linked keyword that is described in the Lexicon.

Each bullet (in scenario they are marked with a dash character) is marked with an arrow graphics or a small bullet graphics.  
All elements are displayed in steps.





### Page title: Intro

#### Text content of the page:

**cloud1:** Welcome in the “IT Basics” course. It consists of eight lessons that present you arcane of IT.

**cloud2:** Pay attention to each page of the course, as information included there will be helpful in solving various exercises. Good luck with the course and I hope you’ll like it.

#### Multimedia:

##### ANIMATION

- Intro (flash)- a laptop and a PC appears. Both are switched on (laptop displays a sunny day, PC displays a blank screen). A transmission between laptop and PC starts, a series of zeros and ones goes from one computer to another. After the transmission is over, both computers display a sunny day. This picture is slowly being more bright and a leading character that greets all students appears (call-out displays cloud1 text and then the cloud2 text)

The characteristics of the leading character – man that is 25-40 years old, dark-haired, dark skin, wearing a trousers with a crease and shirt with a tie or a suit.





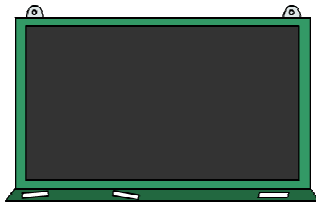
### Page title: Navigation

This page opens in a new window and is available from any course page.

### Text content of the page:

**text1:** Please spend few minutes for this page, to learn how to move with ease in the course. It presents all navigation and information buttons that can be found on course pages. By pressing them you'll see their description.

### Multimedia:



- blackboard that displays buttons' description



- leading character that is standing on the right part of the screen and points up to the blackboard





### Page title: Table of contents

#### Text content of the page:

**text1:** Table of contents

**text2:** . How to choose a computer?

**text3:** . Create your computer set

**text4:** . System or computer program

**text5:** . Everything can be measured

**text6:** . Share the information in your network

**text7:** . Safe computer

**text8:** . Use your computer lawfully

**text9:** . Safe work place

**text10:** Ad. 1. This chapter presents you the division of computers when considering the work speed, efficiency, cost, usage and users' types.

**text11:** Ad. 2. In this chapter you'll learn about basic elements of each computer and about external devices that are indispensable and which ones can improve your work with a computer.

**text12:** Ad. 3. This chapter describes types of software and tasks for each operating system. Additionally you can learn about building and expanding various systems.

**text13:** Ad. 4. In this chapter you'll study about units of measurement used in IT, plus you'll see what do we call a file, a folder and common file types.

**text14:** Ad. 5. This chapter presents you the topology of computer networks, Internet services and how to create your home or office network.

**text15:** Ad. 6. In this chapter you'll learn about securing your data, protecting your computer against viruses and how to archive the information.

**text16:** Ad. 7. This chapter presents the copyrights issue, purchasing software with its licences. You'll also learn about securing personal data and computer piracy.

**text17:** Ad. 8. In this chapter you'll learn about Safety at Work rules when using a computer, about a work space and dangers concerning computers.





### Multimedia:

Graphics on a whole page  
- desk with two screens. The left one displays table of contents, the right one displays the information about particular, selected chapter (after moving mouse cursor over it)

### Description of actions on the page

After *moving mouse cursor over* the text displayed in the left screen, a description will appear in the right screen.

After *clicking* the text in the left screen, a student will proceed to first page of the selected chapter.

