

Course Description Form

1. Course Name:
Computer Science I
2. Course Code:
Phcls25_1211-
3. Semester / Year:
2 /2025-2026
4. Description Preparation Date:
1/09/2025
5. Available Attendance Forms:
Students' signature on attendance sheet
6. Number of Credit Hours (Total) / Number of Units (Total)
3/2
7. Course administrator's name (mention all, if more than one name)
Theoretical
Name: Assist. Lecturer Ghassan Ahmad Ismaeel Email: ghassanaldabbagh@uomosul.edu.iq
Name: Lecturer Dr. Safaa Mohammed Zeki Email: safaanawny@uomosul.edu.iq
Practical
Name: Assist. Lecturer Ghassan Ahmad Ismaeel Email: ghassanaldabbagh@uomosul.edu.iq
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Name: Thaeer Kamal Email: thaeer.kamal@uomosul.edu.iq

8. Course Objectives

Course Objectives	Give the students the most important information about computers and their uses. The students will learn and appreciate computer skills as well as the most important software (programs) used on the PC. Furthermore learning the hardware and physical components that make up a computer system is crucial. However, the numeral systems show the way to represent or express numbers.
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9. Teaching and Learning Strategies

Strategy	Quizzes, practical and theoretical examinations
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10. Course Structure

Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
Second course					
1	2	A1: Identify fundamental computer concepts including hardware, software, data, and information.	Introduction to computer	Theory and Practical	Practical-based exams and quizzes
2	2	A1: Identify fundamental computer concepts including hardware, software, data, and information.	Computer components 1	Theory and Practical	
3	2	A1: Identify fundamental computer concepts including hardware, software, data, and information.	Computer components 2	Theory and Practical	
4	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Operating systems and GUI 1	Practical	
5	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Operating systems and GUI 2	Practical	

6	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Microsoft word (1)	Practical	
7	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Microsoft word (2)	Practical	
8	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Tutorial	Practical	
9	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Microsoft PowerPoint (1)	Practical	
10	2	B1: Use operating systems and graphical user interfaces to manage files, folders, and basic system operations.	Microsoft PowerPoint (2)	Practical	
11	2	A1: Identify fundamental computer concepts including hardware, software, data, and information.	Numerical system (added lecture)	Theory	
12	2	B2: Explain internet, cloud computing and networking concepts and use web browsers and search engines effectively.	Introduction to internet and web browsers	Theory and Practical	
13	2	B2: Explain internet, cloud computing and networking concepts and use web browsers and search engines effectively.	Introduction to internet and web browsers	Theory and Practical	

14	2	C1: Apply ethical and professional communication practices using email and digital collaboration tools.	Communications and emails	Theory and Practical	
15	2	B2: Explain internet, cloud computing and networking concepts and use web browsers and search engines effectively.	Introduction to cloud computing and services	Theory	

- A numerical systems lecture has been added to the curriculum as a 5% update.

11.Course Evaluation

- 40 M practical assessment (attendance + quizzes + practice)
- 60 M paper-based theoretical final exam

Total 100 M

12.Learning and Teaching Resources

Required textbooks (curricular books)	Computer Science Textbook 8 Windows 10 & MS Office 2016 by Content Team Orange (Author)
Main references (sources)	Lab. Manual for Practical Computer Science adopted by the department.
Electronic References, Websites	YouTube
Curriculum development	Numerical systems