

**Computer Studies Department**

**Semester 1 2022/2023**

**Course Selection Guide**

<b>Year 1</b>	<b>Year 2</b>
<ol style="list-style-type: none"><li>1. Mathematical Analysis</li><li>2. Introduction to Problem Solving and Computing</li><li>3. Introduction to the Internet &amp; the Worldwide Web</li><li>4. Foundation English</li><li>5. Literacy Instruction in Content Areas</li><li>6. Foundational Literacy I or Conversational Spanish</li><li>7. The Emerging Teacher</li></ol>	<ol style="list-style-type: none"><li>1. Systems Analysis and Design</li><li>2. Advanced Computer Assembly and Repairs</li><li>3. Object Oriented Programming</li><li>4. Leading and Managing the Learning Environment</li><li>5. Reflective Practicum: Focused Observation</li><li>6. Essentials of Communication II</li></ol>
<b>Year 3</b>	<b>Year 4</b>
<ol style="list-style-type: none"><li>1. Advanced Database Management Systems</li><li>2. Essentials of Digital Media</li><li>3. Principles of Animation and Game Design</li><li>4. Advanced Computer Applications for 21<sup>st</sup> Century Classrooms</li><li>5. Data Structures</li><li>6. Introduction to Assessment in Education</li><li>7. Reflective Practicum: In-School Immersion Part B</li><li>8. Argumentative Discourse II</li></ol>	<ol style="list-style-type: none"><li>1. Fieldwork</li><li>2. Comparative Programming Languages</li><li>3. Operating Systems</li><li>4. Classroom Action Research</li><li>5. Business Discourse</li></ol>