

Semester – III
PART – A: THEORY COURSE

BTC-302: ICT IN PHYSICAL EDUCATION & SPORTS SCIENCES

Credit			Teaching Hours			Assessment		
L/T	P/I	Total	L/T	P/I	Total	Int.	Ext.	Total
2	2	4	32	64	96	30	70	100

Lecture/Tutorials, P/I=Practical/Internship, Int.=Internal, Ext.=External

ESSENCE OF THE COURSE

This course will enable students to understand the importance of information and communication technology (ICT). It aims to develop understanding about the components of computer, application software used in Physical Education and sports, format and editing features of MS word, MS excel and MS power point.

COURSE LEARNING OUTCOME

After completing this course, the students will be able to

- understand the application of computers in Physical Education.
- describe the importance of information and communication technology (ICT).
- understand the components of computer.
- Recognize and use application software used in Physical Education and sports.
- create, format and edit features of MS word, MS excel and MS power point.

COURSE CONTENTS

Unit – I: Introduction to Computer

- Meaning, need and importance of information and communication technology (ICT).
Application of Computers in Physical Education
- Components of computer, input and output device
- Application software used in Physical Education and sports

Unit – II: MS Word

- Introduction to MS Word
- Creating, saving and opening a document
- Formatting Editing features Drawing table ,
- page setup, paragraph alignment, spelling and grammar check printing option, inserting page number, graph, footnote and notes

Unit – III: MS Excel

- Introduction to MS Excel
- Creating, saving and opening spreadsheet
- creating formulas
- Format and editing features adjusting columns width and row height understanding charts.

Unit – IV: MS Power Point

- Introduction to MS Power Point
- Creating, saving and opening a ppt. file
- format and editing features slide show , design , inserting slide number
- picture ,graph ,table
- Preparation of Power point presentations

TEACHING LEARNING STRATEGIES

- The content of the syllabus may be taught by using lecture method, discussion method, quiz method, educational videos, charts and assignment method depending upon the resources and facilities available at the University/Institute/ Department/Colleges.

MODE OF TRANSACTION

- Field Work/Project Work/Viva/Seminars/Term Papers/Presentations/Self- Learning Instructional Material etc.

ASSESSMENT RUBRICS

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| ● End Semester Exam | Marks: 100 (70+30)
Marks: 70 |
| ● Classroom Test, Project Work, Assignments, Presentations | Marks: 30 (10+20) |
| ○ Classroom Tests: Best one out of two unit tests | (Marks: 10) |
| ○ Project Work, Assignments, Presentations | (Marks: 20) |

SUGGESTED READINGS

Irtegov, D. (2004). *Operating system fundamentals*. Firewall Media.

Marilyn, M. & Roberta, B. (n.d.). *Computers in your future*. 2nd edition, India: Prentice Hall.

Milke, M. (2007). *Absolute beginner's guide to computer basics*. Pearson Education Asia.

Sinha, P. K. & Sinha, P. (n.d.). *Computer fundamentals*. 4th edition, BPB Publication.