

# Software and high school 13732

[Technology](#), [Internet](#)



## Software And High School

The beginning of the 1990's is marked by the era of computers.

Everywhere we look , we see computers. They have become an essential part of our

every day life. If the world's computer systems were turned off even for a short

amount of time, unimaginable disasters would occur. We can surely say that

today's world is heading into the future with the tremendous influence of

computers. These machines are very important players in the game, the key to the

success however is proper software (computer programs). It is the software that

enables computers to perform a certain tasks. Educational systems in developed

countries realize the importance of computers in the future world and therefore,

emphasize their use in schools and secondary institutions. The proper choice of

software is very important especially for beginners. Their first encounter with the computer should be exiting and fun. It should stimulate their interest in

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the computing field.

First and foremost is the fact that computer software is a very

important educational tool. Students in high schools experience computers for

the first time through games and other entertaining software. These help develop

youth's mental pathway in the way of logic, reflexes and the ability to make quick and concrete decisions [Lipcomb, 66]. The next step requires them to think

more seriously about the machines. Secondary students learn the first steps in

computer programming by creating simple programs. Here, the assistance of useful

software is necessary. The computer software has many applications in the real

world and is found virtually everywhere.

The new generation of very fast computers introduces us to a new type of software. Multimedia is a of computer program that not only delivers written

data for the user, but also provides visual support of the topic. By exploring the influence of multimedia upon high school students. I have concluded that the

usage of multimedia have significantly increased students' interest in particular topics(supported by the multimedia). In order get these positive results, every child has to have a chance to use the technology on a daily basis

[[email protected]].

Mathematics is one of the scientific fields that has employed the full potential of computer power complicated problem solving. By using the computer,

students learn to solve difficult problems even before they acquire tough mathematical vocabulary. The Geometer's Sketch pad, a kind of math software, is

used in many Canadian high schools as a powerful math tutor. Students can pull

and manipulate geometric figures and at the same time give them specific attributes. The next best feature of the software is a drawing document. It allows for easy drawing of perfect ellipses, rectangles and lines. Over all

students' marks in the particular subject that have used helpful software have

significantly increased. [[email protected]].

Computers have been used commercially for well over 50, their

significant use in modern society however has never been so high. People rely on

computers in every aspect of their lives. Medicine, engineering and other highly

specialized fields of science use computers in their work. Computer education is

very important. It builds the basis for future generations which will be more

dependent on computers than we are today. The usage of computers depends mainly

on the software. It is software that navigates computers through series of

commands to a desired goal. Computer programs used in high schools must motivate

students to study. The degree of difficulty of the computer software has to

increase with the age of the user. Games are introduced first as icebreakers

between children and machines. Later, more difficult software is used.

Overall I

think that computer software is very important tool in high school education.

Drake (1987).