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CIRCULAR TO ALL UCE SCHOOLS OFFERING COMPUTER STUDIES (840)

REMINDER OF COMPUTER STUDIES EXAMINATIONS (840) BASED ON THE 2008 COMPUTER STUDIES TEACHING SYLLABUS

The Computer Studies (840) examination based on the 2008 teaching syllabus started last year 2015. Teachers are therefore, expected to deliver the curriculum based on only the 2008 Computer Studies teaching syllabus. This is to remind schools of the examination format:

EXAMINATION FORMAT

The following is the examination format as in the 2008 syllabus:

PAPER I (2½ hours)

This will be a theory paper with three sections:

Section A (20 Marks): Will consist of **twenty** (20) *compulsory* Multiple Choice Questions (MCQ) drawn from the whole syllabus.

Section B (60 Marks): Will consist of six (6) *compulsory* equally weighted structured questions drawn from the whole syllabus.

Section C (20 Marks): Will consist of three (3) equally weighted theoretical practical questions.

A candidate will answer only **one** (1) question carrying 20 marks. Questions will be drawn from the following topics:

- i) Elementary Computer Programming
- ii) Trends in Computing
- iii) System Start-Up and Configuration
- iv) Computer Communication and Networking
- v) Computer Hardware.

PAPER II (2½ hours)

This will be a practical paper with two sections:

Section A (40 Marks): Will be *compulsory* and questions will be drawn from Word Processing and Spreadsheets.

Section B (60 Marks): Will consist of **three** (3) equally weighted questions of which a candidate work will answer **two** (2) questions, each carrying 30 marks. The questions will be drawn from Databases, Web Design and Computer Presentations.

NOTE:

- 1. Two programming languages **C** and **Visual Basic** shall be used during the teaching of elementary computer programming.
- 2. The time for the practical paper is 2½ hours not 2¼ hours.
- 3. All candidates should have **new** blank Compact Discs (CD) provided by the school. **Flash Disks will no longer be accepted**.
- 4. The CDs of the candidates should be packed in smaller boxes and the printed copies of the candidates to be sealed in the return envelopes. These should then be sealed together in another properly labeled bigger box to avoid the separation and misplacement of the printed copies.

Please find attached the reviewed minimum requirements for teaching Computer Studies.

Dan N. Odongo

EXECUTIVE SECRETARY

Copy to: Permanent Secretary MoES

Director BSE Director NCDC Director DES

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MINIMUM REQUIREMENTS FOR 840

For a school to successfully implement the UCE Computer Studies Curriculum and for the students to attain or achieve the expected skills and competencies in computing the following basic minimum requirements need to be instituted in the computer lab/ or in the classroom

- 1 Desktop Personal Computers or laptops (for students and teachers' use)
 - Intel Pentium 4(2.0 GHz +) OR AMD processor (1.5 GHz+)
 - 512 MB RAM
 - 80GB HDD
 - DVD/CD-RW Combo Drive
 - 17" / 19" CRT Monitor
 - Computer Speakers, keyboard and Mouse.
- 2 A closed and simple Computer Network with at least one network hub.
- 3 Computer Maintenance tools and /or kit.
- 4 Fire Extinguisher.
- 5 Safe Electrical Installations (provide a socket for each computer set)
- 6 Uninterruptible Power Supply (UPS) Units and a stable power source.
- 7 Teaching Syllabus (2008) NCDC.

Must have appropriate software for:

- (a) Word Processing.
- (b) Spreadsheet.
- (c) Presentation.
- (d) DBMS.
- (e) Web design software
- (f) Compilers for C and Visual Basic
- Software versions should not be more than ten (10) years old from the year of examinations.
- Internet Connectivity.
- Printer accessible on a network.

It is important to keep the ratio of computers to students as favourable as possible (recommended for this subject is a ratio of 1 computer: 2 learners per stream)

Note also that this syllabus requires a school to have computers (old or obsolete and working but not used for student software practice) for teacher's demonstration and students' hands-on practice in classroom/computer lab. These will cater for hardware set up and configuration, software installation, troubleshooting, and other hardware demonstrations the teacher has to do.