Introduction to computer

Technology, Computer



Lesson Plan: Introduction to Computers Teacher Name: Toni Budget Grade: Grade 9-10 Subject: Vocational De. Topic: Our World of Computers Content: What is a computer? -Components -Power -Networks and the Internet - Categories of Computers -Computer Applications in Society Goals: To help students understand the relevance of computers in our society. To help students understand the valorous components of the computer. To help students understand the power of a computer. To help students understand the difference between software and hardware.

To introduce students to the various categories of computers. Objectives: 1. Recognize the importance of computer literacy. 2. Define the term computer and identify its components. 3. Explain why a computer is a powerful tool. 4. Recognize the purpose of a network 5. Discuss the uses of the Internet and World Wide Web 6. Recognize the deliverance between Installing and running a program 7. Identify the types of software 8. Describe the categories of computers 9. Determine how the elements of an information system interact 10.

Identify the types of computer users. 11 . Discuss various computer applications in society. Materials: Presentation Equipment Computer Digital Camera Worksheet with components of the imputer for paired student quizzing Textbook Sample Computer Notebook Pencil Introduction: "Life without computers" -Intro- We all know that we couldn't make It without computers In this day and age, but really think about how your life would be affected without the everyday use of computers.

Development: Session #1 Opening Activity Have students write on a sheet of paper, the following 1. Three ways they have used a computer already that day. Randomly choose and ask for volunteers to share the answers. Explore how their lives be different without the computers they have used already. How much time did they save by using that type f computer? What Is a computer? Electronic device -Data and Information - Information Processing Cycle Introduce the Components of a Computer; Hardware.