

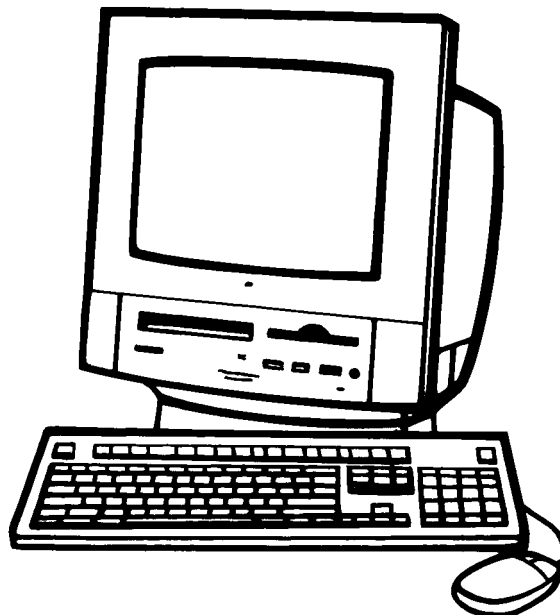
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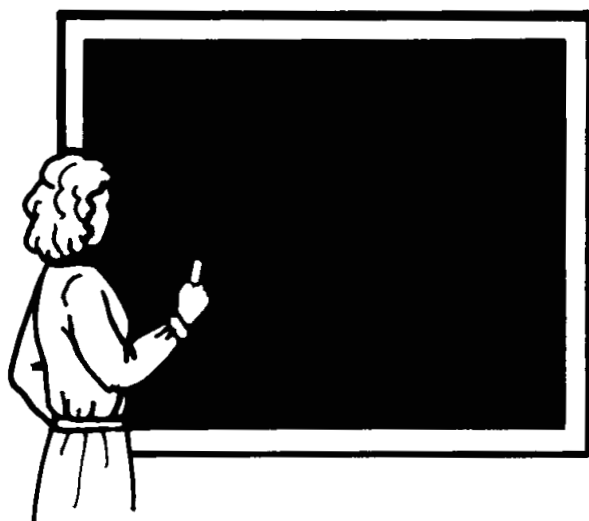
WHERE TO BEGIN?

Brainstorming

Beginning to teach your students about computers is not all that different from introducing them to any other topic of study. Since many of your students have previously encountered computers in their homes or at school, they will already possess some degree of computer knowledge and literacy. As with many other themes of study, a good place to start is to have your students brainstorm as many computer terms as they can. The list of computer related words found below can be used as a guide during the brainstorming session.



What words come to mind when I say “computer”?



boot	disk drive	monitor
CD-ROM	floppy disk	mouse
computer	hardware	network
chip	input	output
click	joystick	printer
CPU	keyboard	program
cursor	modem	software

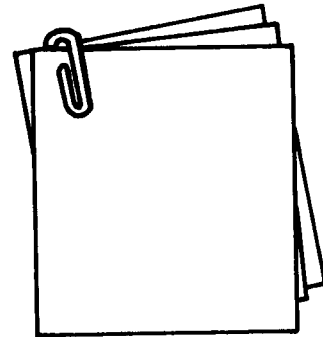
Assessing the Students' Existing Level of Computer Knowledge

This initial brainstorming session can be used not only as an introduction to the unit but also as a means of informally assessing your students' general level of computer literacy.

WHERE TO BEGIN? *(cont.)*

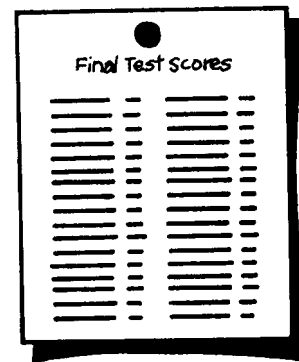
Creating a Unit Folder

Since there are many activity and information sheets in this unit, it will be useful to have a place to put these sheets. A unit folder is ideal. A standard piece of construction paper can be folded in half to create a 9" x 12" (22.5 cm x 30 cm) paper folder. The pictures and labels found on page 34 can be reproduced for each student. Your students can then be directed to color, cut, and paste these pictures and labels on the covers of their folders.



Starting a Computer Dictionary

In this unit your students will be introduced to a number of concepts and terms in relation to personal computers. An excellent way of helping them retain this knowledge is to provide them with a format in which to record the information. Pages 35–39 can be reproduced for each student. The sheets can then be stapled together so as to create a personal computer dictionary where the information learned in this unit can be recorded.



The Difference Between Hardware and Software

A good place to begin a discussion of how computers work is to help your students understand the differences between computer hardware and software. The information sheets on the next few pages should assist in this process. Since computer hardware is more concrete (can be seen and touched), it is a good place to start.

Identifying Computer Hardware Through Matching

Once your students have talked about computer terms they can begin to identify the parts of the computer that they can touch (hardware) by simply matching pictures of these parts with their names. Have your students complete the matching activity on the next page.