

Information Communication Technology (ICT) Curriculum

Primary School Level

Topic No.2: Components and functions of Computer Hardware

Class	Learning Outcomes	Content	Strategy Options	Assessment	Linkages with subjects	References
Time Period : 3 class periods Std5/6		Academic Year 07/08				
4 class periods St4						
Std 4	<p>2.1 Identify input/output components of a computer and state basic functions</p> <p>2.2 Perform the 4 actions of the mouse.</p> <p>2.3 Demonstrate use of a mouse using the paint application.</p>	<p>2.1 Refer to Appendix 1</p> <p><i>The definition of device is a piece of hardware inside or outside of a computer.</i></p> <p><i>Hardware is the solid pieces of a computer, touchable by hand.</i></p> <p><i>Input is the process of entering instructions into the computer</i></p> <p><i>Output is the result of the instructions that have been input.</i></p> <p><i>Folder: digital file to save and organize documents</i></p> <p><i>Save: Saving stores a new digital document so you can keep it and use it again.</i></p> <p><i>Command: An instruction the</i></p>	<p>2.1. Practical teaching, have demonstration on pieces of equipment. Create a table on the board as in Appendix 1 and fill in with students. Get them also to write this down in their ICT jotter.</p> <p>2.2 and 2.3</p> <p>1. Use flash cards and assisted learning on how to perform the 4 functions of a mouse.</p> <p>2. Use online games to develop basic click and maneuvering mouse skills</p> <p>3. Set an assignment for the class to create a paint document with the three types of triangles</p>	<p>Match up parts of a computer with a description and Identify the mouse actions</p>	<p>Comprehension</p> <p>Technology</p> <p>Math and Science</p> <p>Literacy</p> <p>Social Studies</p> <p>Landscapes of Belize</p>	<p>2.2</p> <p>http://www.factmonster.com/games/hangman</p> <p>www.jigsawland.com</p> <p>http://www.bbc.co.uk/schools/ks1bitesize/literacy/</p> <p>2.3</p> <p>This website was used for st5-6 to accommodate fast learners and extra time. Focuses on current math learning.</p> <p>www.bbc.co.uk/schools/ks2bitesize/maths/activities/decimals.shtml</p>

		<i>user gives to the computer.</i>	and label them. 4. Create a picture in paint of a Belizean landscape			http://ThePECBelize.50 webs.com Or contact TheBCLP@yahoo.com
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Time Period: 1 Class Period

Std 5	2.4 Explain the basic central processing unit (CPU) process 2.5 Identify the action buttons	Refer to Appendix 2 2.5 commands, icons, folder creation, GUI setup and purpose.				
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Time Period: 1 Class Period

Std 6	<p>2.6 Identify storage devices</p> <p>2.7 Rationalize storage capacities</p> <p>2.8 Enhancing mouse skills by producing a self designed flyer.</p>	<p>Refer to Appendix 3 for Content.</p> <p>2.8 Develop a poster/flyer which enhances the mouse skills used.</p>	<p>2.6 Create comprehensible comparisons to the varying storage sizes.</p> <p>Teaching of Bites, KB, MB, GB and TBs differences.</p> <p>2.8 Ensure that certain tools are used. Colour change, change of font, editing functions.</p>		<p>Math</p> <p>Use a online math website to aid calculations</p> <p>Comprehension</p>	
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APPENDICES

Appendix 1

Device	Basic Function	Input / Output
Mouse	4 functions. Left Click, Right Click, Double Click, Click and Drag	Input
Keyboard	Entering Numbers and Letters	Input
Monitor	To display the interactions with the user	Output
Printer	To device to produce text and images on paper, hard copies.	Output
Scanner	A device that "takes a picture" of something and turns it into a computerized image.	Input
Speakers	Devices used to make sound from the computer	Output

Content Standard 2

Std 4

ASSESSMENT

Your Name _____

Points Earned _____

Total Points 100

1. Write the letter that corresponds to the computer part on the line provided (4 pts. each).

Keyboard _____

CD-ROM Drive ____

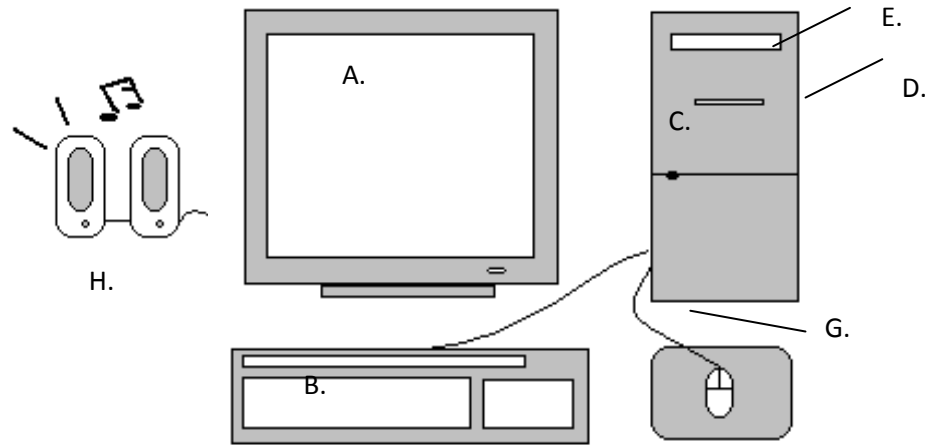
CPU (or Computer) ____

Floppy Disk Drive ____

Speakers ____

Monitor ____

Mouse ____



2. Write the number of the computer component on the line before its specific function (4 pts. each).

- | | | | | |
|-------------|-------------|--------------------|------------|-----------------|
| 1. Keyboard | 2. Printer | 3. Scanner | 4. Monitor | 5. CPU |
| 6. Mouse | 7. Speakers | 8. Hard Disk Drive | 9. UPS | 10. Floppy disk |

_____ a. Provides a temporary visual display of information

_____ b. Used to amplify audio output such as music

_____ c. Stores data on spinning non-removable disk

_____ d. Commonly used input device that consists of letters, numbers, functions, and control keys

_____ e. Produces a permanent copy of computer-generated text and images on paper or other materials

_____ f. A small, palm-sized device with a roller ball and buttons that controls the pointer on the screen

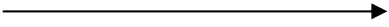
_____ g. Often called the “brain”, it interprets and executes the instructions contained in a program

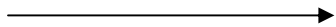
_____ h. Uninterruptible Power Supply

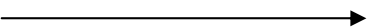
_____ i. A 3 ½ inch disk used to store information which can be moved from one computer to another

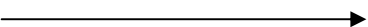
_____ j. Used to electronically capture an entire page of text or images such as photographs or artwork.

3. Identify the devices used in the processing cycle: (8pts each)

Input 

Processing 

Storage 

Output 

ANSWERS TO ASSESSMENT

1. *Hardware Identification*

Keyboard- **B**

CD-ROM Drive- **E**

CPU (or Computer)- **C**

Floppy Disk Drive- **D**

Speakers- **H**

Monitor- **A**

Mouse- **G**

2. *Definitions*

4 - a. Provides a temporary visual display of information

7 - b. Used to amplify audio output such as music

8 - c. Stores data on spinning non-removable disk

1- d. Commonly used input device that consists of letters, numbers, functions, and control keys

2 - e. produces a permanent copy of computer-generated text and images on paper or other materials

6 - f. A small, palm-sized device with a roller ball and buttons that controls the pointer on the screen

5 - g. Often called the “brain”, it interprets and executes the instructions contained in a program

9 - h. Uninterruptible Power Supply

10 - i. A 3 ½ inch disk used to store information which can be moved from one computer to another

3 - j. Used to electronically capture an entire page of text or images such as photographs or artwork

3. *Information Processing Cycle*

In any order:

Information Processing Cycle

Example of a device

Input → Keyboard, mouse, or scanner

Processing → CPU

Storage → Floppy disk drive, hard disk drive, USB Drive or CD-ROM drives

Output → Printer, monitor, or speakers