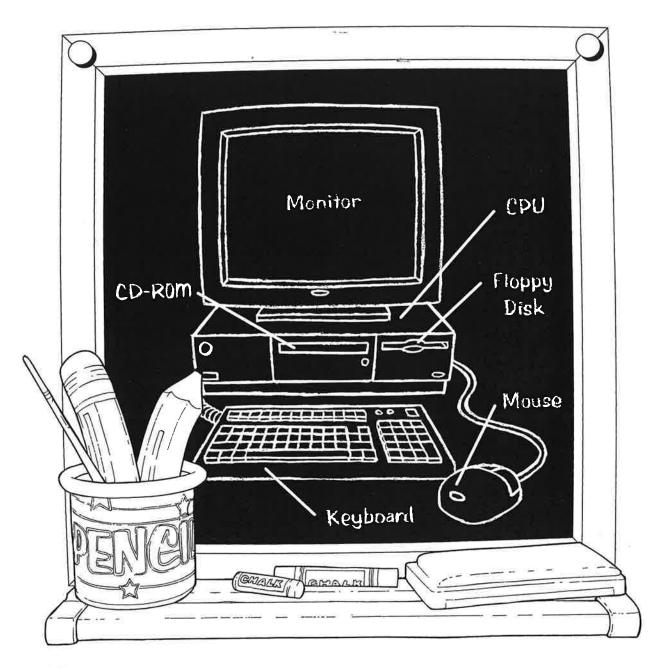
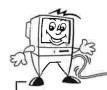
COMPUTERS IN THE CLASSROOM

Written by Danielle Howton
Published by Prim-Ed Publishing



UK-0598 REV12/02



Computers in the Classroom

Foreword

As computers are an integral part of our society, pupils need to be computer literate and to be confident and efficient users.

Computers in the Classroom is a four-book series that takes pupils through a structured skill development and awareness programme that provides a foundation for effective computer use.

Computers in the Classroom – Middle provides activities at a basic level covering:

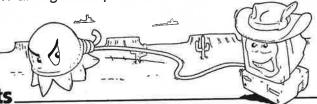
- different kinds of computers;
- different parts of a computer and their uses;
- caring for computer hardware and software; and
- recognising various uses for computers.

The activities in the book can be used in a variety of ways, including:

- the language area to develop a 'computing' theme;
- as part of a whole-class computing programme; and
- in small groups where pupils rotate activities with time on the computer.

A certificate is provided for each book when appropriate activities have been completed successfully.

An overview and glossary for each book in the series have also been included.



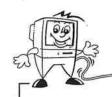
Books in this series are:

Computers in the Classroom Lower Computers in the Classroom Middle Computers in the Classroom Upper Computers in the Classroom Extension

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Computer Whiz Certificate	
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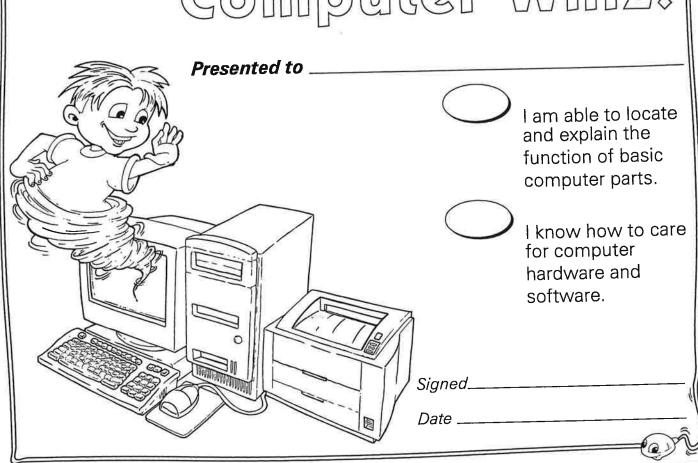


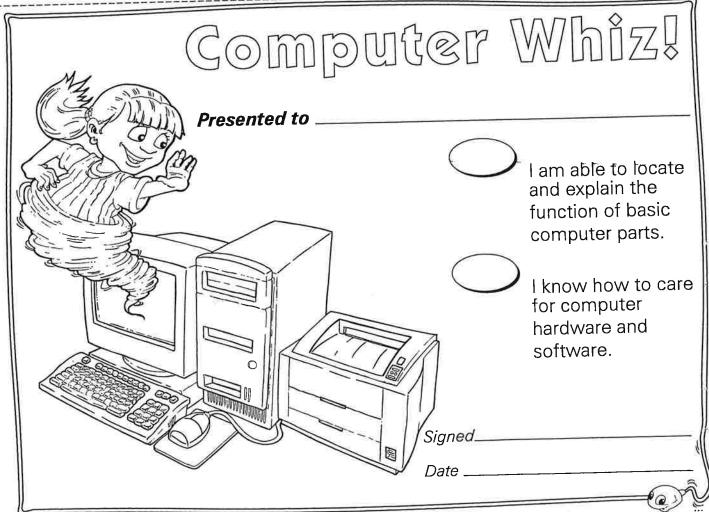
Series Overview

Learning Areas	Lower	Middle	Upper	Extension
Computer terminology	•	•	•	•
(includes glossary)				
Computer components:				
• hardware	•	•	•	•
• software	•	•-	•	•
 peripherals 	<i>*</i>	•	•	•
Computer 'language' (including binary code)			•	•
Input and output		•	•	•
Information storage	•	•	•	•
Operating systems			•	•
Computers in society	•	•	•	•
Computer care	•	•	•	•
Healthy, safe computing			•	•
Viruses and worms		•	•	
The future				•



Computer Whiz!



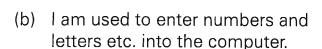


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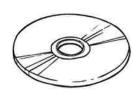
What am I?-1

A computer can be just a single 'box', or it can be made up of several parts, all with a different job. These parts can include a monitor, printer, keyboard, floppy disk, CD-ROM, mouse, modem. These extra parts are called 'peripherals'.

- 1. Can you draw lines to join these descriptions of computer 'parts' to their labelled pictures?
 - (a) I am used to produce a copy of your work on the computer.I need paper to work.



- (c) I am round, flat and coated with a shiny surface. I can store pictures, movies, sounds and lots of information.
- (d) I look a bit like a TV. You need me to see what is being done on your computer.
- (e) I am a small, flat disk. To protect me, I am kept inside a square, flat plastic container. I am used to store small amounts of information.
- (f) I am used to 'point and click' items on a computer screen.
- (g) I am used to connect a computer to the Internet by a telephone line.



CD-ROM



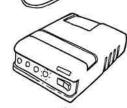
floppy disk



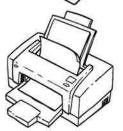
monitor



mouse



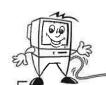
modem



printer



keyboard



What am I?-2

1. (a) In the picture below, colour the:

monitor — blue

mouse

— green

keyboard

- red

power cable —

yellow

printer

purple

CD drive

orange

floppy disk

— pink

modem

– brown

(b) What other computer 'parts' or peripherals can you add to the picture?



2. Oops! These computer part names have become jumbled. Can you write them out correctly?

a)	mmeod	
<u> </u>		

(b) ronmoit

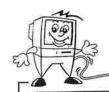
(c) ypplfo skid _____

(d) doyekbar _____



(f) rrpniet





Looking after your Computer

A computer can be damaged quite easily. Once it is damaged, it can be very expensive to get repaired. Most of the rules to avoid damaging your computer or its parts are just common sense.

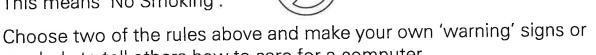
1.	Here are some rules for looking after your	computer.	Can you	fill in	the
	missing words?	9			

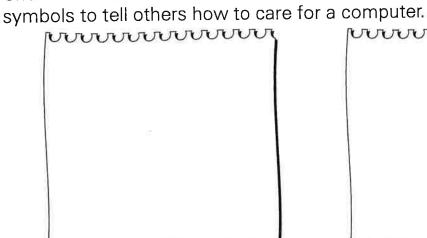
eat	heavy	unplug	touch	sun
edge	drink	Dust	dirt	magnets

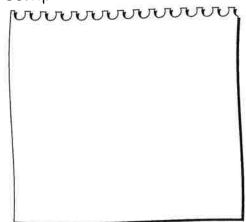
- Do not ___ or d__ near your computer. (a)
- Do not ___o__ __ the monitor. (b)
- Do not leave a floppy disk or CD-ROM in the ______ (c)
- (d) Keep m____ away from your computer and floppy disks.
- (e) Only handle a CD-ROM by the ____g___.
- Always ___n__ __ your computer if there is lightning around. (f)
- (g) __u_ and __i_ are your computer's enemies!
- (h) Never put anything ____v__ on your keyboard.
- Signs and symbols are used to warn or remind us of important things.

For example:

This means 'No Smoking'.

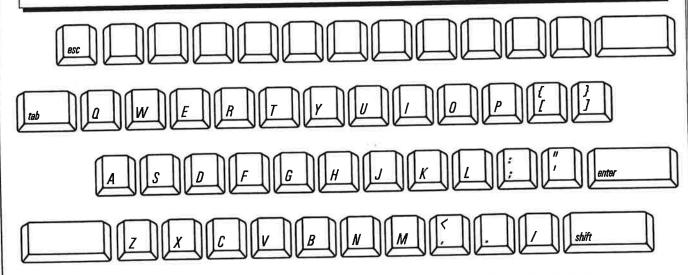




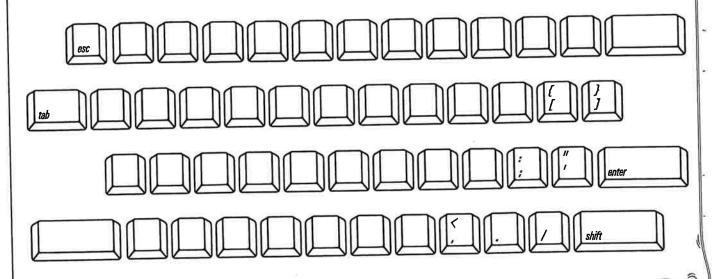


The Keyboard

A keyboard is used to type instructions into your computer. The keys are arranged the same as on a typewriter. They were arranged this way to slow typists down! This is because it was easy to jam the letters on early typewriters.



- 1. This type of keyboard is sometimes called a 'qwerty' keyboard. Can you see why?
- 2. All keyboards have the main keys in the same place. What would happen if all keyboards were different?
- 3. Look at the first row of letter keys on the keyboard above for 30 seconds. Now cover the picture and try to write the letters in below from memory. Do the same for the second and third rows.



ENT CO

The Mouse

The mouse is a very important tool for giving instructions to your computer. To use a mouse, you need to be able to do four things: point, click, double click, and drag.

Point

Gently roll the mouse on the mouse pad until the pointer on screen points to what you want.

Click

You 'click' on an object by pointing to it, then pressing down once on the mouse button and releasing it quickly.

Double click

This is the same as clicking except you click twice quickly and release the button.

Drag

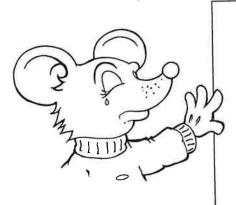
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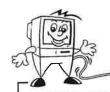
You drag an object by pointing to it, then holding down the mouse button and moving the mouse across the mouse pad. To release the object, you let go of the mouse button.

Most computer programs use these four mouse actions. Take some time to practise these movements on your computer.

1. Why do you think it is called a 'mouse'?

2. Draw a 'real' computer mouse!



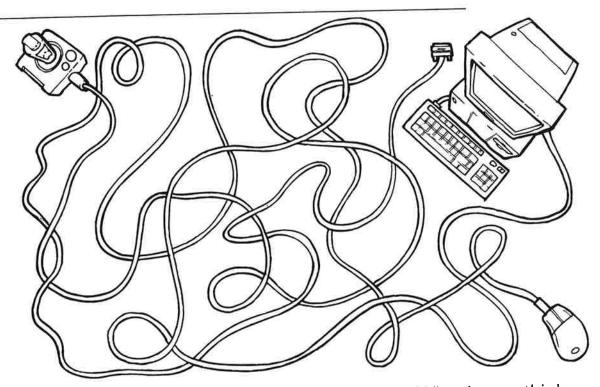


The Joystick

The joystick is especially useful for games. It has a control stick which moves forwards, backwards and sideways. It usually has buttons on it. These can be used, for example, to fire rockets in a flying game.

1.	Why do you think a joystick might be better for some games than a mouse?

The mouse and the joystick cords have become tangled. Can you find which one connects to the computer?



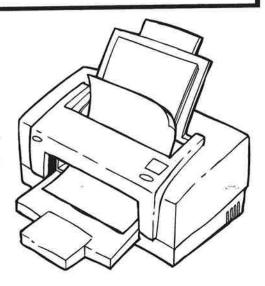
3. A joystick was first used to control an aeroplane. Why do you think a computer joystick was given the same name?

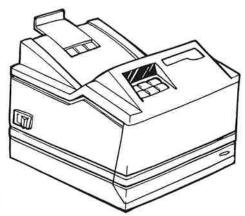
The Printer

A printer is a device to let you print out information from your computer onto paper. This is known as a 'hard copy'. The main types of printers used today are inkjet and laser printers.

Inkiet

An inkjet printer 'sprays' tiny drops of coloured ink or dye onto the paper. By mixing a few colours together, they can print nearly every colour there is! To get very high quality pictures, you need to use special paper. This is expensive.



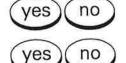


Laser printer

A laser printer uses a special powder, called 'toner'. This powder is melted, or 'fused', onto the paper by a heated roller. Never open a laser printer without an adult. You can burn yourself badly. Laser printers can print on a wide range of paper. Their toner is quite expensive to buy.

- 1. An inkjet printer works by mixing colours together. What colour do you get by mixing the following colours together?
 - blue and yellow _____ (b) red and blue
 - (c) red and yellow _____
- (d) red and white

- 2. Answer yes or no.
 - Inkjet printers can print in colour.



- (b) It is safe to open a laser printer.
- 'Toner' is used with laser printers. (c)
- Does your school use an inkjet or laser printer?



The Modem

'Modem' is the short name for a 'modulator-demodulator'! What it does is connect your computer to a telephone line. This lets your computer talk to other computers anywhere in the world.

If you are connected by modem, there is a number of things you can do:

- You can send and receive faxes and email.
- You can join the worldwide Internet.
- You can use your computer as a worldwide 'telephone'.

Before you can send or receive e-mail, you need an 'address', just like for ordinary mail.

Here is an example of an e-mail address:

This is your name or your 'nickname',

This is the name of your Internet Service Provider

housemouse@zip-net.com.uk

This tells you it is a 'commercial' (business) site The two-letter code 'uk' tells you it is in the United Kingdom

- The last two letters can tell you what country an e-mail address is from. What country do you think these e-mail addresses might be from?

 - (a) redrover@extra2.co.au (b) Jack@crash-hot.com.nz
- 2. If 'com' tells you it is a 'commercial' (business) site, what might these letters tell you?
 - (a) edu is an ed ___ _ _ _ site
 - (b) gov is a gov ___ _ _ site
- 3. Sometimes, you can tell who is sending you an e-mail just by looking at the address. Who are these from?
 - (a) president@whitehouse.gov _____
 - (b) queen@royal.gov.uk _____
 - (c) sclaus@northpole.org.np _____

The CD-ROM

CD-ROM stands for Compact Disk, Read Only Memory. This means you can only read the information stored on the disk. Unless you have a special recorder, you cannot record anything on it.

A CD-ROM looks just like a music CD. The information is burnt onto the disk with a laser beam. A laser beam in your computer then 'reads' the information. If the disk is dirty or scratched, it may not work at all.

Your CD-ROM can contain large amounts of information, including movies, music and games.

			F (1)	
1.	Circle	'True'	or	'False'

(a) A CD-ROM looks like a music CD.

- true false
- (b) CD-ROM stands for Computer Disk, Read Only Memory. (true)



(c) A laser beam 'burns' information onto a CD-ROM.

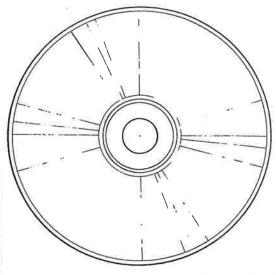


(d) A CD-ROM can store music, movies and games.



(e) It doesn't matter if a CD-ROM gets scratched.





- 2. These words have a spelling mistake. Write them correctly alongside.
 - (a) compack _____
 - (b) anythink _____
 - (c) computor _____
 - (d) scrached _____
 - (e) information _____
- **3.** Find an example of a CD-ROM.

What information does it contain?

Title:_____

Information:_____



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The Floppy Disk

A floppy disk is another storage device. It stores information on a very thin disk of plastic. To protect it, the disk is put inside a square, flat plastic case. When the floppy disk is put inside the computer, a metal 'shutter' slides sideways. This lets your computer 'read' the information on the disk.

The inside disk is very, very fragile. You should never touch it. Information on the disk can also be erased by magnets. Leaving a floppy disk in the sun can make it warp (twist). If this happens, it won't fit into your computer any more.

ESIES.			
	- 173 2	1.	Fill in the missing words.
$\overline{}$			A floppy is another storage device.
6			It stores f ma n on a
	L_/		very thin disk of plastic.To p ct it, the
	(disk is put inside a square, flat plastic
_			When the floppy disk is put inside
			the c, a metal
			'shtt' slides sideways.
2.	Use	your own wo	ords to say what the following words mean. 🙋 🐧
	(a)	stores	
		(
	(b)	fragile	
			BARRY NAME.
	(c)	erased	
	(d)	warp	
		:	
	(e)	device	
1			



Handling Floppy Disks and CD-ROMs—1

A CD-ROM

When holding a CD-ROM, make sure you only touch the inner and outer edges. Any scratches or smears on the CD-ROM's surface can stop it working properly. As soon as you have finished using your CD-ROM, replace it carefully inside its case to protect it.

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1.	Can you	unjumble	these	words
l.	Can you	unlamble	111626	WOIG

(a)	geeds	
-----	-------	--

(b) seac	
----------	--

(Ĉ)	outch		20
101	Caton		

121	faccour		
(a)	facesur		

(e)	niner
\ \ \ \ \	

A Floppy Disk

When handling a floppy disk, hold it by the plastic cover. Try not to touch the small metal 'shutter'. Never slide the shutter back and touch the disk inside. If the metal shutter is bent or broken, do not use the disk. If your disk becomes stuck in the disk drive, don't try to force it in or out. Ask an adult for help. It's a good idea to store your disks in a storage box to keep dust and dirt out.

- Put a tick after the sentences that show good ways to handle a floppy disk.
 - Always hold a floppy disk by the plastic cover.
 - (b) If the metal shutter is bent, try to make it straight.
 - If a disk gets stuck, ask an adult for help. (c)
 - Slide the metal shutter open to make sure the disk is clean.
 - Store your disk in a storage box to keep dust and dirt out.



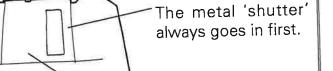
Handling Floppy Disks and CD-ROMs-2

Inserting a floppy disk

Here is a close-up picture of a floppy disk. Take note of the way it should be held to put it in your computer.

Small 'arrow' on theplastic cover shows the correct way to insert the disk.

The label side of the disk must be facing up and away from the disk slot.

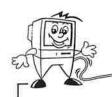


Your fingers are kept well away from the metal 'shutter'.

1. This person is not looking after her computer. Can you find five things wrong?



		a
60	· V	
-	אנ	6
-	-	



Software and Hardware

A computer needs both software and hardware to work.

Hardware is the computer and all its parts ('peripherals'). For example, hardware includes printer, monitor, hard drive, keyboard and modem.





Software is the instructions ('program') we give the computer. Software is normally stored on your hard drive, CD-ROMs or floppy disks. Examples of software include games, Windows XP, writing and drawing programs and the Mac Operating System.

- 1. Colour the correct answer.
 - (a) A mouse is part of the computer's
 - (b) The monitor is part of the computer's
 - (c) Windows XP™ is part of the computer's
 - (d) Maths Blaster program is part of the computer's
 - (e) A keyboard is part of the computer's
 - (f) The Encarta XP™ CD is part of the computer's
 - (g) A printer is part of the computer's
 - (h) A modem is part of the computer's
 - (i) MS-Word[™] is part of the computer's

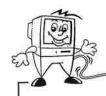
hardware software
hardware software
hardware software
hardware software

hardware software

hardware software

hardware software

hardware software



Input, Process, Output and Store

A computer is a machine that collects, processes, outputs and stores information.

Input

When we 'input', we give the computer information. To do this, we use 'input devices'. These include the keyboard, the mouse, a scanner or a joystick.

Process

When the computer has all the information it needs, it processes it. This is done in the Central Processing Unit, or CPU.

Output

Once the computer has finished processing, it needs to show us the results. It does this on an 'output device'.

These include a printer, the monitor or even speakers.

Store

If we want the computer to keep our work, we need to use a 'storage device'. These include CD-ROMs, the hard drive, or floppy disks.

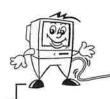
1.	Fill	in the missing letters.	
	(a)	A cr is a machine the	nat
		collects, processes, outputs and stores in	f an
			'to give the computer

(b) We use 'in ___ _ d ___v ___e ___'to give the computer information.

(c) The computer processes information in the 'Central Pro___ss___g Unit'.

(d) 'Ouput devices' include the pr____t__, the ___oni____ ___ and the sp___ _k___.

(e) We use a 'storage d____ ___ __ if we want the computer to keep our work.



Computer Instructions

Before a computer can do anything at all, it needs some instructions. These instructions are called an application, or a program.

- 1. (a) Here is a 'program' for you to try.
 - 1. Sit at your desk.
 - 2. Put your hands flat on the desktop, with your thumbs touching.
 - 3. Lift your right hand and touch your nose with your middle finger.
 - 4. Replace your hand on the desk.
 - 5. Lift your left hand and tug your left earlobe twice.
 - 6. Replace your hand on the desk.
 - 7. Push your arms out straight, thumbs still touching.
 - 8. Lift both arms exactly to shoulder height.
 - 9. Return both hands to the desktop.
 - 10. End.
 - (b) Write a 'program' for a partner. Make your instructions very clear.
 - 1.
 - 2. _____
 - 3. _____
 - 4. _____
 - 5. _____
 - 6. End.
- 2. Computers don't speak the way we do. They use a special 'language' or code.

Here is a small computer program.

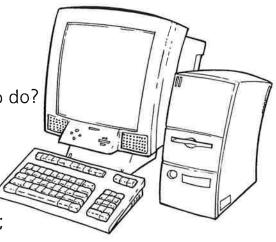
What do you think it tells the computer to do?

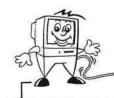
(Hint: The symbol * means 'multiply'.)

10 PRINT 'Enter a number'

20 INPUT NUM

30 PRINT 'Your number * 10 is '; NUM*10;



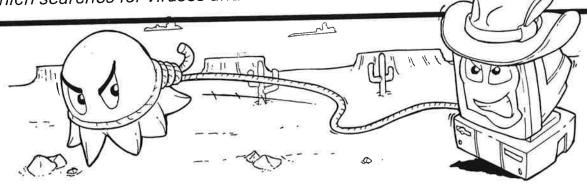


Computer Viruses

A computer 'virus' is a program that has been written especially to damage your computer. When a virus gets into your computer, it may copy itself over and over again. In the end, it fills up your hard drive and your computer can't do any work. Some viruses delete (erase) your files.

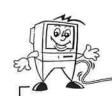
Viruses are written by vandals who do not respect other people's property. They can be sent to your computer by email or over the Internet. You can also get a virus by sharing disks with other people.

You can protect your computer against viruses. You use a special program which searches for viruses and 'kills' them.



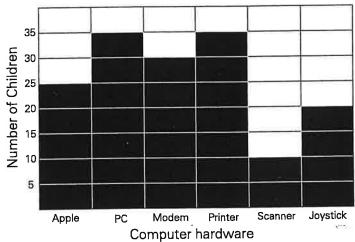
Answer these questions.

1.	What are two different ways a virus may harm your computer?
	(a)
	(b)
	What does the word delete mean?
3.	Why do you think people might write a virus?
4.	Name two different ways you can <i>catch</i> a computer virus. (a)
5.	Write three ways you can protect your computer from a virus.
	(a)
	(b)
	(c)



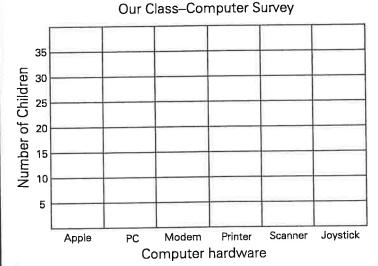
Computer Graph

1. Here is a graph about the computers owned by one class of schoolchildren. Use the graph to answer the questions below.





- (a) Which computer is more popular—the Apple Mac or the PC?
- (b) How many more pupils have PCs than Macs?_____
- (c) Why do you think only 10 pupils have scanners?
- (d) If you need a modem to connect to the Internet, how many pupils could be on the Net?_____
- (e) Can you think of any reasons why 20 pupils might have joysticks?



2. Conduct a real survey of your class, using the same headings as above. Create your own graph. Compare your results with the graph above.

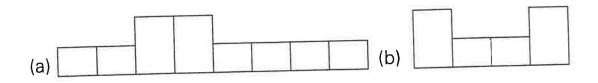


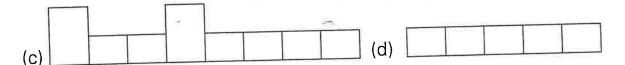
Computer Talk

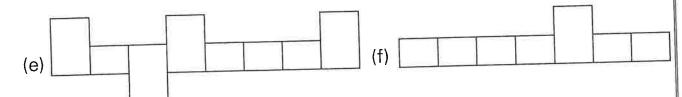


Place these computer words inside their correct word shapes.

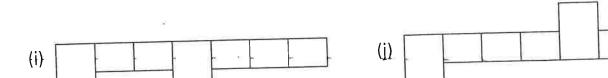
printer mouse monitor keyboard **CPU** disk hardware program software virus











Circle the word that does not belong in each group.

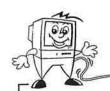
video disk keyboard monitor (a)

hard disk printer eraser (b) mouse

modem virus scanner cold (c)

program hardware softdrink (d) software

drag shake click point (e)



Computer Words

1. Find the words in the word search.



М	Α										
141	\sim	G	N	E	Т	S	Q	D	L	М	F
Α	М	L	1	G	Н	т	N	I	N	G	0
D	Z	х	S	U	N	Е	D	R	I	N	K
υ	В	Т	С	٧	Υ	R	Α	T	J	K	D
S	S	С	R	E	E	N	G	С	Е	E	E
Т	Т	E	Α	Т	W	R	С	0	D	E	V
D	E	В	T	0	U	С	H-	U	G	1	I
К	Т	V	С	В	R	Α	1	Ň	Е	М	С
Q	E	С	Н	W	٧	I	R	U	S	J	E

magnets

lightning

sun

drink

screen

eat

code

touch

virus

dust

scratch

dirt

edges

device

brain

2. Put these computer words into alphabetical order.

monitor

keyboard

device

disk

printer

virus

software

hardware

code

3. Unjumble the sentence.

a part Computers big lives. play in our



Computer Advertisements

Read this advertisement, then answer the questions.

SHEER LOGIC

CHRISTMAS SPECIAL!!

400 MHz Intel[™]
3.2 gig hard drive
64 meg RAM
Flatbed scanner

15" monitor Inkjet printer 56 kbps modem

£2 399.00 completel

Extra!
Order before this Saturday and receive
Windows XPTM FREE!

SHEER LOGIC

Shop 5, Clarence Grove Shopping Centre Phone: 824567 Fax: 824569 Open Mon to Fri: 9.00a.m. – 5.00 p.m. Sat: 9.00 a.m. – 1.00 p.m.



1.	Where is Sheer Logic?	
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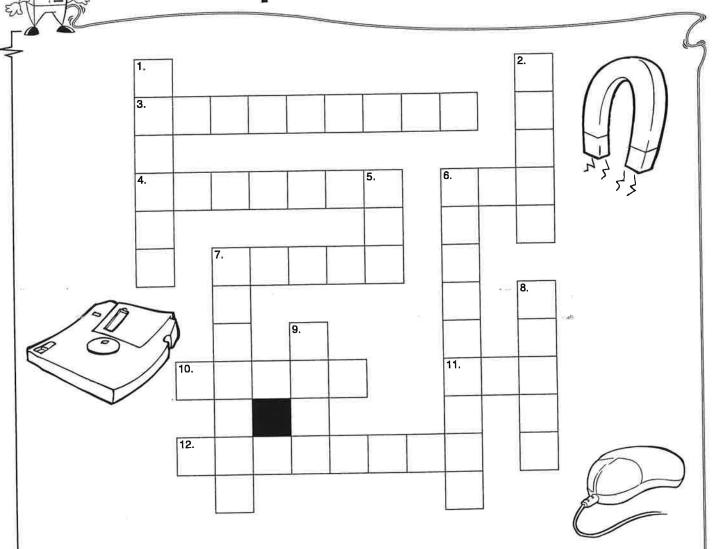
- 2. Is Sheer Logic open on Sundays?
- 3. What is Sheer Logic's:
 - (a) phone number? _____
 - (b) fax number? ______(c) shop number?_____
- 4. What month of the year do you think this advertisement went in the

paper? _____

Why do you think that?_____

5. What 'extras' do you get with the computer?

Computer Crossword



Across

- **3.** Turn your computer off when this is near.
- **4.** Gives you a copy of your information on paper.
- 6. Don't leave your disks lying in this.
- **7.** Connects your computer to a phone line.
- **10.** A program that 'infects' your computer.
- 11. Short for Central Processing Unit.
- **12.** The programs that run your computer.

Down

- **1.** A f___ _ disk.
- **5.** A CD-___ stores information.
- **6.** These can stop your CD-ROM from working.
- **7.** Like a television screen.
- 8. Lets you point, click and drag.
- 9. A computer's enemy.



Too Late!

 (a) Oh, dear – the words in this story have become mixed up. Can you circle the wrong words? There are six.

'Finished!' said Jessica. She tapped two more keys on the cabbage. She was writing a story for school with her friend, Hayley.

'Now we'll print a copy,' she said. 'Oh, there's no paper in the teapot. Can you put some in, please, Hayley?'

Jessica printed out the story. The girls read it and thought it was very good.

'Can you save me a copy on a floppy duck?' asked Hayley. 'Then I can take it home and put it on my computer.'

'Sure,' said Jess. Just then there was a bright flash outside. It was followed by a sharp 'crack' of thunder.

'Oh, oh!' said Jess. 'There's some lightbulbs in that storm! I'll have to shut the chair off in case it gets damaged.'

Too late! Before Jess could shut down, the picture on the goldfish wobbled and flashed. Then the screen went blank.

'Dad is not going to be very happy,' Jess sighed.

2. (b) List the wrong words.

Choose the correct word from these.

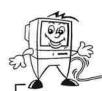
lightning keyboard disk printer monitor computer

Wrong word

Correct word

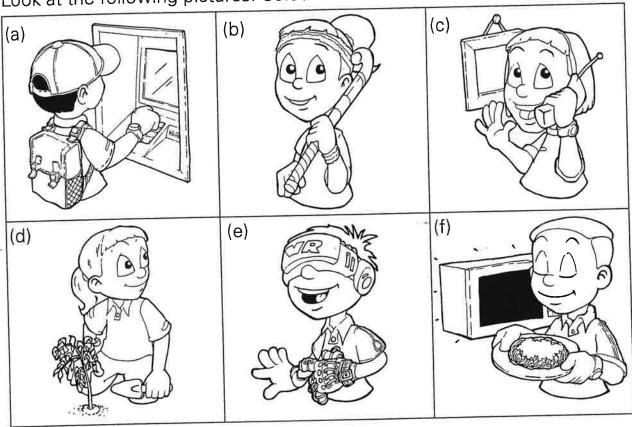
Too Late!-2

	Fill in the missing words		
	'Finished!' said Jessica.	She tapped two more	on the
	keyboard. She was writi	ng a	_ for school with her
	friend, Hayley. 'Now we	'll print a copy,' she said. 'O	h, there's no
	in the	e printer. Can you put some	in, please, Hayley?'
	Jessica printed out the	story. The girls	it and thought
	it was very good.		Enveryens
	'Can you save me a cop	y on a	
	disk?' asked Hayley. 'Th	nen I can take it home and p	out it on my computer.'
	'Sure,' said Jess. Just th	nen there was a bright flash	outside.
	It was followed by a sha	arp 'crack' of	
	'Oh, oh!' said Jess. 'The	ere's some lightning in that	storm! I'll have to
	the	e computer off in case it ge	ets damaged.'
	Too late! Before Jess co	ould shut down, the picture	on the monitor
	wobbled and flashed. T	hen the screen went	•
	'Dad is	going to be very happy,' J	ess sighed.
2.	Read and draw.		
	Jess is working on the computer at a computer desk.		
	Out of the window you can see lightning and a storm.		
	The picture on the monitor has just gone all wobbly.		

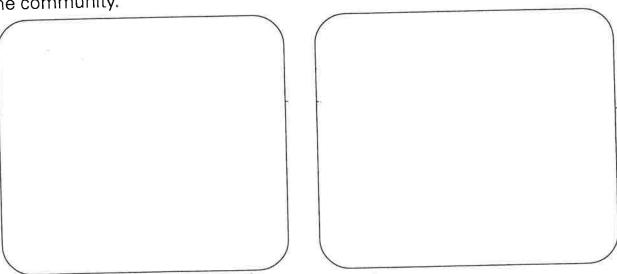


Computers at Work

Look at the following pictures. Colour those that show a computer at work.



2. Draw two pictures of your own showing computers at work in the community.



3. List three things in your home that are controlled by a computer chip.

Computer Maths

The Rip M Off Computer Store has some specials available on hardware and software this week.



1. You really want the 'Shoot-em-up' video game. Dad gives you £5.00 for washing the car. Grandma gives you £10.00 for your birthday.

How much more money do you need? _____

- 2. You buy a packet of floppy disks and a packet of floppy disk labels.
 - (a) How much do these cost? _____
 - (b) How much change will you get from £10.00? _____
- 3. What three different items can you buy that come to exactly £10.00?
- 4. You use three packets of paper a year. How much does it cost you each year for paper?
- 5. Your sister wants to buy the 'VirusBuster' software. But she only has £12.00. You lend her the extra money she needs. How much do you lend her?
- 6. Your big brother drops two of your CD-ROM cases and breaks them. He gives you £2.00 to buy two new ones. How much change does he get from his £2.00? _____

Computer Poems



		_
- <u>&</u> - 1.	Write a computer word or phrase beginning with each letter.	(
	C	
	0	
	M	
	P	
	U	•
	w T ₂ = − − − − − − − − − − − − − − − − − −	î
		2
	R	-
2.	 Limericks are nonsense poems that follow a pattern. The first, second and fifth lines rhyme. The third and fourth lines rhyme. 	
	For example,	
	There was a computer called Tess.	
	Who got herself into a mess. The cord to her mouse	
6	twisted round the house.	
	It will take a long time to unwind—I guess!	1
	Write your own computer limerick below.	
		_
		_

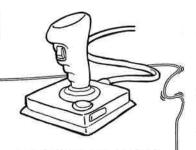


Computer Quiz

See how many questions you can answer. 1. Colour yes or no. yes (a) A virus helps your computer. (b) All computers use a CD-ROM. (c) A floppy disc holds lots of information. 2. Write two rules about looking after your computer. (a) _____ 3. Write 'h' for hardware and 's' for software. (c) joystick (b) monitor (a) mouse (d) computer game () (e) Windows XP () (f) printer 4. Put each computer word in a sentence. (a) Internet _____ (b) modem _____ 5. Circle the things wrong with this picture!

Computer Bingo - 1

Cut out the definitions for teacher or pupil to call out for Computer Bingo. Use along with counters and playing cards on pages 29 and 30.



I am used to produce a copy of your work on the computer.

A control stick which moves forwards, backwards and sideways.

I am used to 'point and click' items on a computer screen.

I am used to enter letters, numbers and instructions.

I look a bit like a TV. You need me to see what is being done on your computer.

I link a computer to the Internet by a telephone line.

I am a small, flat disk. I store small amounts of information.

I am round, flat and shiny. I can store lots of information.

I am a program hidden in your computer that can harm your computer.

I am the mechanical parts of the computer.

The programs that tell the computer what to do.

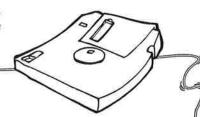
I am where the computer processes all the information.

I am a machine that collects, processes, outputs and stores in information.

I am a worldwide web of computers.

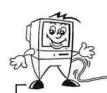


Computer Bingo - 2



Cut along the dotted lines to make six playing cards.

computer	joystick	joystick	keyboard
keyboard	modem	modem	CD-ROM
CD-ROM	hardware	hardware	CPU
keyboard	modem	modem	CD-ROM
CD-ROM	hardware	hardware	CPU
CPU	Internet	Internet	printer
CD-ROM	hardware	hardware	CPU
CPU	Internet	Internet	printer
printer	mouse	mouse	monitor



Computer Bingo - 3

Cut along the dotted lines to make six playing cards.

printer	mouse	mouse	monitor
monitor	floppy disk	floppy disk	virus
virus	seftware	software	computer
monitor	floppy disk	floppy disk	virus
virus	software	software	computer
computer	joystick	joystick	keyboard
virus	software	software	computer
computer	joystick	joystick	keyboard
keyboard	modem	modem	CD-ROM

Glossary

application another word for a computer 'program'

CD-ROM Compact Disk-Read Only Memory; a storage device

CPU Central Processing Unit; where the computer processes all

information

device something that attaches to your computer, such as a printer or

modem

email electronic mail; sends messages from one computer to another

floppy disk a thin disk in a plastic cover for storing small amounts of

information

hard disk a much larger disk which can store very large amounts of

information

hardware the mechanical parts of the computer

inkjet printer a printer that 'squirts' special inks on a page to print

input any information you put into the computer

Internet a worldwide 'web' of computers

joystick a control stick, useful for games

keyboard the 'typewriter' part of your computer

laser printer a printer that uses a laser beam and melts toner powder to print

modem a device for connecting your computer to the telephone lines

monitor the 'TV' – like screen that displays what your computer is doing

mouse an input device for 'pointing', 'clicking' and 'dragging' on

screen

output what your computer produces for you; for example; a printed

page or a picture

peripherals any devices connected to your computer, such a joystick or

modem

printer a device to give you a permanent print-out of your computer's

work

process what the computer does with information that is given to it

program an application; a set of instructions for your computer

software instructions that tell the computer what to do and how to do it

storage a way of keeping information; a hard disk is a storage device

virus a program written specially to harm your computer

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