

Pioneers of **COMPUTER**

Level 2



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Introduction

Dear Teachers,

I introduce in this book my humble contribution in order to help you cope with the latest developments in the second millennium, taking into consideration the needs of our dear students, who will be the leaders of the future and the new generation that will make the necessary changes for the interest of humanity. Therefore, I have adopted in my series the latest educational strategies based on ERFKE so as to create the proper educational environment, and build a generation that can be able to cope with information technology, and face the challenges imposed by the accelerating growth in the acquisition of information and skills, and to progress steadily toward employing technology in education. I do strongly believe that students have the abilities to promote progress in the country and achieve the aspirations of the nation by applying the up-to-date methods which support the student and make him or her the core of the educational process. Development processes require more efficient roles in preparing and planning in the field of education, and using various proper educational resources and aids, and giving the students, chances to express freely their opinions through democratic and independent channels.

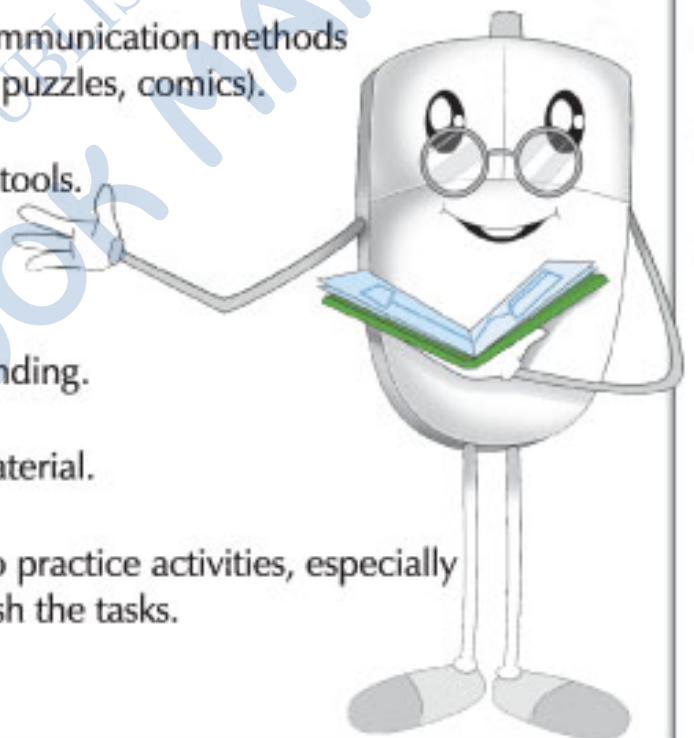
Dear Teachers,

Notice that the programs in the book are authorized in all publications and meet all specifications set by Microsoft. The materials included can be enriched by educational and recreational programs.

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Teachers role in teaching processes ▶

- You're the leader.
- Listen to your student and let him express his own opinion.
- Encourage your student to participate, and ask him to try again when he makes a mistake.
- Encourage self-assessment.
- You're the guide. Let your students practice about 75%, of the time of the lesson.
- Encourage your students to use co-operative activities.
- Listen to your students. Vary your communication methods (Facilities, such as diagrams, figures, puzzles, comics).
- Use available technology as learning tools.
- Explain the lesson in short steps.
- Evaluate continuously their understanding.
- Use the work sheets to enrich the material.
- Give enough time to your students to practice activities, especially to students with special needs to finish the tasks.



Unit 1

Information Technology



In this unit you are going to learn the main parts of any personal computer (PC), in addition to the application programs used in PC.

Specific outcomes ▶

1. To learn the main parts of PC.
2. To be aware of Software.
3. To use different units of PC.
4. To be aware of computer concepts.

Hardware

The word equipment points to the components of the PC computer which you are going to learn.

There are many parts inside the case, what are they?



1. The main parts inside the computer case. ▶

1. The System Board

The Mother Board is the board where most components are connected directly or by cables.



Activity

(1-1)

The teacher opens one of the cases and points to the mother board and connected parts.

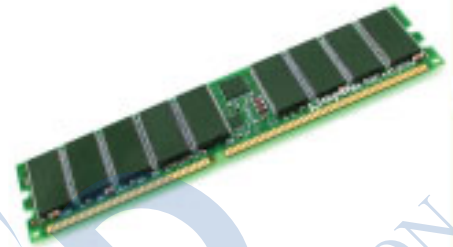
2. The Central Processing Unit (CPU)

CPU: The Central Processing Unit: all of processes occur inside it.



3. Random Access Memory (RAM).

Random Access Memory keeps the programs running.



4. Hard Disk

- Used for storing data, programs,...
- Hard Disk has high capacity.



5. CD Drive

To run Compact Disk (CD ROM) which contains programs, games.....etc.



6. Floppy Drive

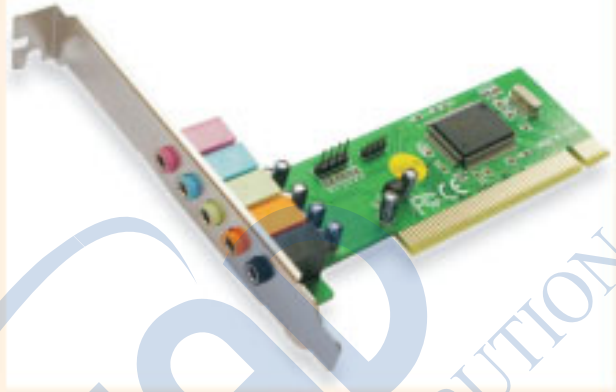
To use Floppy Disk,  which contains files with low density.



7. Sound Card

Linked to speaker to enable you to hear the sound- waves which are produced from programs, gamesetc.

The Sound Card is built in Mother Board and sometimes is added into slots of the Mother Board.



8. AGP Card

AGP, is joined to the screen to produce pictures which come from the Mother Board.

AGP is a card used to show pictures and texts on screen.

AGP is built in Mother Board, sometimes added into slots of the mother board.

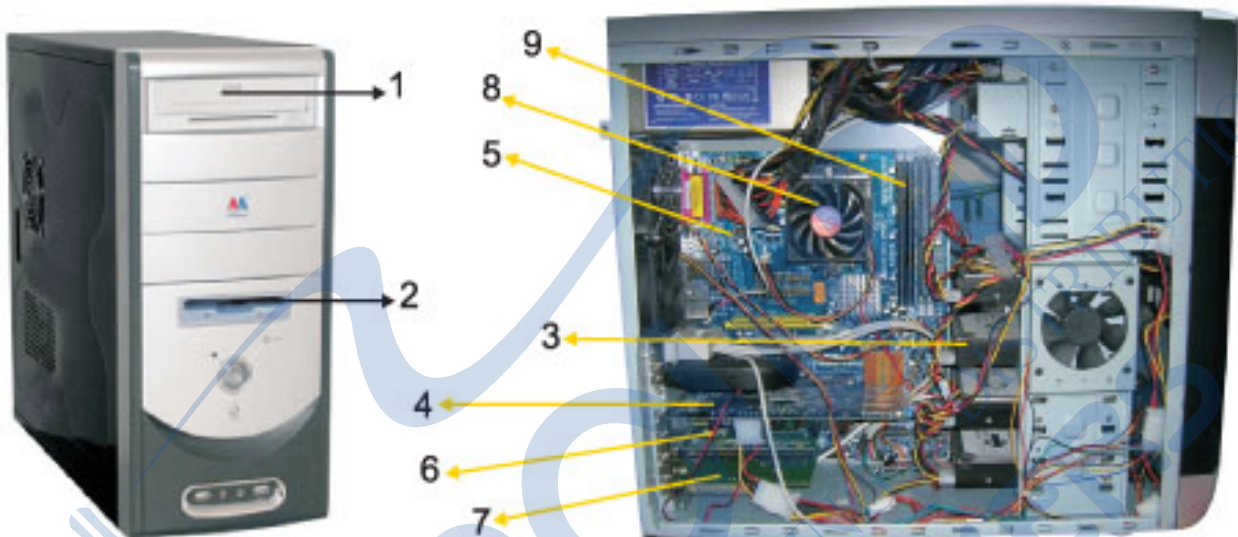


9. Fax Modem

Fax Modem: A card added to the Mother Board to enable you to connect with the internet.



Activity (1-2) Write the suitable number of the pictures in the table.



Units name	Number
Mother Board	
Hard Disk	
Ram	
CPU	
Floppy Drive	
Floppy Disk	
Sound Card	
Fax Modem	
AGP	

Activity

(1-3) Match the name of the unit to its picture.



Hard Disk

Floppy Disk

CD- ROM

RAM

CPU

Mother Board

Floppy Drive

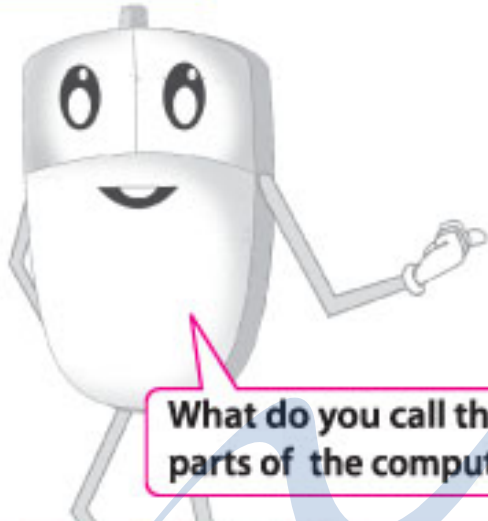
AGP

CD Drive

Sound Card



2. Input units ▶



What do you call these parts of the computer?



Keyboard: You can use the Keyboard to enter the data.



Mouse: You can move the cursor to point to any thing on screen.



Scanner: It works like a copier. It is used to insert the pictures, texts....etc, into the computer to be like the original.