

Pioneers of COMPUTER

Level 3



Basem Al-Ja'bari




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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.

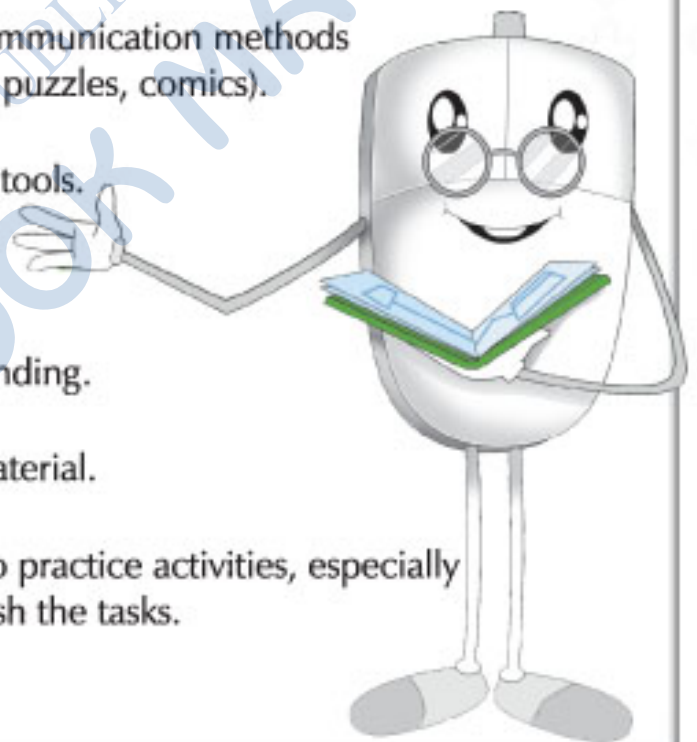
Dear Teachers,

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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Teacher's 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

Getting familiar with the computer

In the pervious levels we learnt about the units and parts of the computer.

In this unit we are going to learn the work of the computer, data information and memory units, in addition to hard disk and specifications of the personal computer.

Specific outcomes ▶

Students will be able to:

- Recognize data.
- Recognize information.
- Explain the work of PC.
- Recognize the data representation in the memory.
- Recognize the measurement of the memory units.
- Recognize the various storage units.
- Identify factors affecting computer performance.

Data and Information

1- Data.

Different types of data can be stored in the computer.
Data is represented inside the computer in different ways:

Letters and characters used in writing: >

A B C D E F G Z.

Good morning Siham

This sentence
contains letters.

Numbers : >

0 9 8 7 6 5 4 3 2 1

Phone No. 079 5616556

Sounds: >

such as songs, music...etc.

Activity

(1-1) Letters and characters

Write the letters and characters of the following:

Your full name	
Your home address	
Your nationality	
Your friends name	

Activity

(1-2) Numbers.

Write the numbers of the following:

Your home telephone	
Your building number	
Your father car number	
Your national social number	

Activity

(1-3) Sounds.

Write the available sounds used in your PC.

.....

.....

.....

Images: > such as personal pictures, natural scenes, etc.



Video: > such as recorded clips from digital cameras or mobiles, which can be played by computer.



Activity (1-4) Data

Draw lines between words and pictures.

Characters

2547896134

Numbers



Images

Leen Emran

Video



Sounds



2- Information

It is the result of data processing, such as pictures, students' names, and scores average.

Questions

Write 2 examples of:

Characters:

.....

Numbers:

.....

Images:

.....

Sounds:

.....

Information:

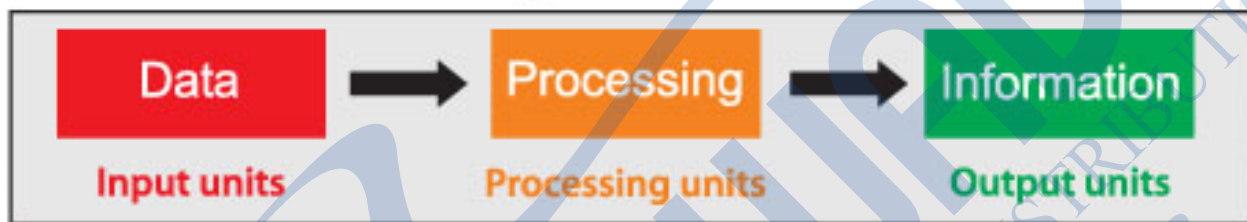
.....

Video Clip:

.....

How computer works

The computer receives data by input units to enter the computer, then starts processing it according to commands and instructions. After that, the data appears in the form of information by output units as shown in the example:



Activity (1-5) Classify the following units:

Monitor, Keyboard, Scanner, Mouse, Digital camera, Plotter, Microphone, Printer, Light pen, Speaker.

Output units	Input units

A commercial company applies computer in its work. Insert each of the following words in the appropriate box. (Profits and losses account, entering budget, routine operations).



Representing Data

The computer is an electronic machine which changes data to digital data by special programs, and saves data inside something called Byte, where one letter can be represented by a Byte.

The Byte contains 8 cells each of which is called a Bit as shown in the example.



- Character = Byte
- Kilo Byte (KB) = 1024(Byte) ➔ about one thousand characters.
- Mega Byte (MB) = 1024(KB) ➔ about one million characters.
- Giga Byte (GB) = 1024(MB) ➔ about one billion characters.

Activity

(1-6) Capacity measurement units

Complete the following sentences:

2 KB are about 2 thousand characters.

5 KB are about

3 MB are about

4 GB are about