LESSON PLAN

1. Computer—An Electronic Device

Teaching Objectives

Students will learn about

☞ Working of machines

☞ Working of a computer

☞ Advantages of a computer

☞ Teaching & learning using computers

☞ Disadvantages of a computer

☞ Human vs computers

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that a computer works according to the commands or instructions given by us.

Tell the students about the working of some machines like:

• Juicer – we put fruit pieces inside it, the juicer squashes the fruits and gives out fresh juice.

• Washing machines – we put dirty clothes inside it, the machines wash them and give out clean clothes.

Share with the students that in both these cases, the first step is input, the second step is process and the third step is output. Tell the students that similarly the computer takes instructions (2, 3, +), adds them (2+3) and gives the result (5). Share with the students that this cycle of working of machines is called Input-Process-Output cycle or IPO cycle. Introduce the term Input as giving instructions to the computer. Tell the students that keyboard and mouse are used as input devices in a computer. Introduce the term Process as action performed by computer on the instructions given by us. Tell the students that the Central Processing Unit (CPU) is the processing device of a computer and is called the Brain of the computer. Introduce the term Output as a result given by the computer after processing. Tell the students that monitor and printer are used as output devices in a computer.

Explain the students about advantages and disadvantages of a computer and also how they differ from humans Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered. Ask the students some oral questions based on this chapter.

Q. What does IPO stand for?

Q. What is Input-Process-Output cycle?

Q. Define Input / Process/ Output.

Q. Name two input / output devices.

Q. Which part of the computer is called Brain of the computer?

Q. Why is the CPU called the brain of the computer?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 14 and 15 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Pages 15 and 16 of the main coursebook. Help the students to solve these questions. In Creative Assignment, activities like Fun in Lab given on Page 16 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Show some more machines with input and output to the students and ask the students to arrange these in correct order of the IPO cycle.