

SUGGESTED TEACHING STRATEGIES

1. Make a list of things that would be different in daily life if there were no computers.
2. Discuss ways that computers can be helpful to humanity in areas not related to entertainment.
3. Examine how computers help to merge the world of education and entertainment.
4. With the use of information available today, hypothesize as to what computers will be like in the future and what role they will play in society.
5. Discuss how "computers of the future" were described by people in decades past, and then discuss whether or not these predictions have come true.
6. Examine how computer technology can help certain people, such as those with various disabilities, function and succeed in various arenas.
7. Compare and contrast the use of a computer versus the use of a traditional library as it relates to the search for information.
8. Research the history of computers.

• • • • • CONCEPTS AND TERMS • • • • • TO LISTEN AND WATCH FOR:

ABEND	DVD	MOUSE
"ALWAYS ON"	FIBER OPTICS	OPERATING SYSTEM
BANDWIDTH	FILE	PDA
BIT	FLOPPY DISK	PRINTER
"BOOTING UP"	HARD DISK	RAM
COMPUTER	HARDWARE	SCANNER
CABLE MODEM	ICON	SILICON
CD-ROM	INPUT DEVICES	SOFTWARE
CPU	KEYBOARD	VIRUS
DATA	LAN	WAN
DESKTOP	LAPTOP	
COMPUTER	COMPUTER	
DSL	MODEM	

QUESTIONS FOR THOUGHT, DISCUSSION, AND FURTHER STUDY

1. What can you do with a computer?
2. List at least three different kinds of computers?
3. What part of the human body most resembles a CPU in its operation?
4. True or False: the word "microprocessor" is another word for RAM operations.
5. What is a "Motherboard"?
6. What piece of computer equipment enables you to see the information that is inside a computer?
7. What do input devices allow you to do?
8. List two common types of input devices.
9. What is the difference between "point and click" and "double-clicking"?
10. What is voice recognition technology?
11. How does one computer communicate with another computer?
12. What is the difference between a "bit" and a "byte"?
13. Which is faster: a dial-up modem or a cable modem?
14. List at least two types of printers.
15. Which device allows you to make a computer picture by creating an electronic copy of a physical source?
16. What is the difference between hardware and software?
17. True or False: There is only one type of application software program.
18. What is a computer file?
19. Explain the process of "saving" a computer file.
20. Why does a computer sometimes stop working?

• • • CAREER OPPORTUNITIES • • •

Just about any career in the modern world will involve the use of computers. However, some careers that focus upon computers include, but are not limited to:

Business Applications Delivery	Data Warehousing
Computer Animation	Desktop Publishing
Computer Engineering	LAN, WAN Network Engineering
Computer Programming	Web Site Design
Computer Repair	

GLOSSARY

1. ABEND - "abnormal end," occurs whenever a computer receives instructions that it cannot understand or when there is some sort of software or hardware problem; causes your computer to "freeze up" or "crash"
2. "ALWAYS ON" - used when referring to the communication between one computer and another - means that you are always connected to another computer. Your connection never "hangs up," so you never have to "dial up."
3. BANDWIDTH - term used to measure the amount of information, or data, that can be sent across any type of network connection: also known as a "data transfer rate"
4. BIT - "binary digit," the smallest unit of computer data
5. "BOOTING UP" - the act of turning on your computer and activating your operating system
6. COMPUTER - a machine that helps people to organize and to calculate information
7. CABLE MODEM - special modems that connect a computer to a cable television service; provide a faster connection than regular modems and the connection that a cable modem provides is "always on"
8. CD-ROM - "Compact Disk Read Only Media," a round disk that can store a large amount of data - more than a floppy disk, but less than a DVD
9. CPU - "central processing unit," the most important part of the computer, handles all of the "thinking" that a computer does
10. DATA - all of the information that we put into a computer and get out of it
11. DESKTOP COMPUTER - a computer that has been designed so that most of its parts can fit on top of a desk
12. DSL - "digital subscriber line," connection is also faster than a regular "dial up" modem connection, and it's also an "always on" service; increases the ability of a regular telephone line to send digital signals
13. DVD - "Digital Versatile Disk," a round disk that can hold more data than several CD-ROMs

14. **FIBER OPTICS** - type of communication technology used by computer networks; enables information in the form of light signals to travel through special thin wires that are made out of glass
15. **FILE** - a collection of information that is stored inside the computer
16. **FLOPPY DISK** - a small magnetic disk that stores computer data; easy to transport
17. **HARD DISK** - a rigid platter that is used to store large amounts of data
18. **HARDWARE** - refers to the physical parts of a computer system that you can touch
19. **ICON** - a small picture, that appears on your monitor and it can represent either a program or an individual file
20. **INPUT DEVICES** - allow you to enter information into a computer
21. **KEYBOARD** - common input device; composed of a set of many specific little button-like objects known as "keys" which represent letters, numbers, or other symbols, such as those used in sentence punctuation
22. **LAN** - "local area network"
23. **LAPTOP COMPUTER** - a computer that is small enough to fit on your lap, and most of its important parts are contained within it so that a person needs to carry only one object
24. **MODEM** - a device that allows your computer to communicate with another computer through a regular telephone line
25. **MONITOR** - device that displays pictures that represent the information located inside your computer, also known as a "display screen"
26. **MOTHERBOARD** - the main circuit board inside the computer
27. **MOUSE** - a pointing device that is small enough to use with one hand and it resembles a mouse in shape and size; on the monitor it's represented by a pointer that usually looks like a small arrowhead
28. **OPERATING SYSTEM** - a computer program that allows your computer to recognize your keyboard, mouse, monitor, or other hardware devices that may be attached to it; examples are Windows or MAC OS
29. **PDA** - "personal digital assistant," a computer device that can be held in your hand
30. **PRINTER** - a device that connects to the computer and it allows the computer to print the text or illustrations that appear on the monitor onto a sheet of paper

31. **RAM** - "Random Access Memory," temporary memory storage area that the microprocessor uses to run computer programs and to hold information
32. **SCANNER** - a device that is used to make a computer picture by copying images from physical sources, such as photographs, text from a book, or even drawings
33. **SILICON** - a natural material that is found in rocks or sand that is used in the construction of a CPU
34. **SOFTWARE** - a set of computer instructions, stored electronically inside the computer, that tell the computer what to do; also known as "computer programs"
35. **VIRUS** - a special type of software that is placed inside your computer without your knowing it, and it then causes changes to your computer system that you do not want
36. **WAN** - "wide area network"

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