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| **Date Assigned: 9/2/16** | **Date Due: 9/7/16** |
| **Unit:** Basics | **Turn In List:** **1. Terms 2. Zoog.pde** |
| *“I will be able to identify and describe all major sub-systems in a computer.”* | |

**Computer Hardware: What makes a computer a computer…**

**Content Objectives:** Students will be able to identify the 5 required systems defining a modern computer system.

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| **Key Terms:** | |
| Computer | A system with a logic, storage, display, IO, and communication systems. |
| Output: Monitor, Printer | Displays images that the computer shows. |
| Logic: Processor/CPU | Central processing unit, the brain of the computer |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Ram= volatile memory, gets wiped at shutdown, requires power to run. HDD and SSD= Permanent memory, stays on your machine after shutdown, doesn’t require power to run. |
| Input: Keyboard, mouse | Sends directions to the processor. |
| Motherboard | Controls computer functions, transfers everything in between devices. |
| Network Adapter | Helps the computer connect to the internet. |

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| **Assignment:** |
| Basic:  We will closely examine the setup() and draw() functions.    We will draw a character on the screen with the following code.     1. Students will change the code so that the entire body moves with the mouse in proportion. 2. Students will color background and body parts to their own preference. 3. Students will add four elements either to the character or the background that are fitting for the scene. 4. Students will increase the dimensions of the canvas to a width height between 500-900 pixels. 5. What would your approach be for making more Zoogs? |

Notes (Points of interest, mistakes, lessons learned, web resources, and thoughts):

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