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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 | Must have a Storage system, display system, filing system, logic system, communication system |
| Output: Monitor, Printer | Sending information out of the computer |
| Logic: Processor/CPU | Internal computing in the computer that interprets data, central processing unit. Measures in Hertz |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Two types of storage, one uses power to store things, or non-temporary will last forever(does not need power) |
| Input: Keyboard, mouse | Input output (IO) sending info to and from the computer |
| Motherboard | Where everything is connected |
| Network Adapter | Wi-Fi adapter, Ethernet, radio based adapter(Bluetooth), firewire, thunderbolt, things that go into the computer through online ways |

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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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