**Activity: Work in pairs/groups to match the term with the correct definition/example**

*Instructions for Instructor: This activity may be motivated with a lesson starter that asks the students if they want to purchase computers in the future and do they know how to select the best computer. Print and cut out the terms and definitions/examples (3 on each page). Shuffle all of the terms in one pile and shuffle all of the definitions in another. Give the students 10-15 minutes to discuss amongst themselves and match each term with the correct definition/example. After matching all the terms, discuss the terms with the students. You may use the slides that are provided in the lesson plan. Spend more time on the terms that the students had trouble with. You may quiz the students on these terms throughout the course.*

Computer - a machine that processes information under the control of a program

Program – a sequence of instructions that controls the computer. To run, it must be loaded into the computer's memory where the CPU executes it one instruction at a time.

Hardware - the computer’s electronic and mechanical components

Software – the programs that control computers

General purpose computer – a computer that can run many different programs (e.g. a smartphone)

Special purpose computer – a computer that has a fixed program (e.g. a calculator, a watch, a car's brakes)

Memory – physical device used to store information for use in a computer or other digital electronic device (e.g. disk drive, flash drive)

RAM (random access memory) - also called main memory stores the computer's programs and Output devices - transmit data to other computers or to users (e.g. printer, monitor)

Motherboard – houses the computer's main electronic components data temporarily while power is on

Central Processing Unit (CPU) - is the hardware that carries out the instructions of a computer program. It is made up of three main parts: The Control Unit, the Arithmetic and register. The control unit (CU) processes the program's instructions, the ALU (arithmetic logic unit) performs the arithmetic and logic operations (+, -, <, >, and, or), and the register set stores intermediate data during program execution.

Input devices - bring data and programs into the computer (e.g. mouse, keyboard)

Chips – the computer’s electrical components are composed of these very tiny integrated circuits

Integrated circuit – packed with millions of electronic components

Bit – a binary digit, the smallest unit of data, a 1 or a 0

Byte – One of these is the equivalent of 8 bits of data

High-level language – a programming language that is human readable (App Inventor) and provides the programmer with easy to understand abstractions

Machine language – a programming language that is machine readable (binary code), closer to the machine hardware, and provides abstractions that are difficult for the programmer to understand.

Compiler - a software that translates source code (human readable code) into binary code

Applications - program or group of programs designed for end users such as Firefox, Excel, Word, Angry Birds, etc.

Operating System - is a collection of computer software that manages hardware resources and provides common services for computer programs. MacOS, Windows, Android, Linux, iOS are examples of this

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**Software**

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**Special purpose computer**

**Memory**

**RAM (Random Access Memory)**

**Central Processing Unit (CPU)**

**Input devices**

**Output devices**

**Motherboard**

**Chips**

**Integrated circuit**

**Bit**

**Byte**

**High-level language**

**Machine language**

**Compiler**

**Applications**

**Operating System**

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stores the computer's programs and data temporarily while power is on

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