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| **Date Assigned: 9/8/15** | **Date Due: 9/11/15** |
| **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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| **Starter Activity** |
| Draw a face on a 400x400 canvas consisting of the following:   1. A large ellipse for the shape of head 2. A line for mouth 3. A line/s for the nose 4. A ellipses for eyes 5. Optional eyebrows, hair, ears, etc. |

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| **Key Terms:** | |
| Computer | Display system, Storage system, input/output system (1/0), Logic system (CPU), communication system. |
| Output: Monitor, Printer | Displays an image that is received from the computer |
| Logic: Processor/CPU | A central processing unit is the electronic circuitry within a computer that carries instructions (input/output) (I/0) |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Storage devices for holding different data. |
| Input: Keyboard, mouse | Things that plug into the computer. |
| Motherboard | Connects everything inside a computer. |
| Network Adapter | Connects a computer to a computer network. |

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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. |

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

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