Lesson 2 - Peripheral Devices

In this lesson, students will learn about peripheral devices and how they enhance the functionality of a computer. They will be introduced to common peripheral devices such as printers, scanners, keyboards, mice, and cameras. The lesson will cover different connection methods including plug-and-play, network, and Bluetooth. Students will have the opportunity to identify and discuss the advantages and disadvantages of each connection method. Through independent practice, students will label images of peripheral devices and determine the appropriate connection method for each. The lesson will conclude with an exit ticket where students will explain the importance of peripheral devices and the different ways they can be connected to a computer. The closure will emphasize the significance of peripheral devices in enhancing computer functionality and encourage students to explore and learn more about different peripheral devices and their connection methods.

Objectives:

- Students will be able to identify common peripheral devices such as printer, scanner, keyboard, mouse, and cameras.

- Students will be able to list ways peripherals can be connected including plug-and-play, over a network, or via a wireless link like Bluetooth.

Materials:

- Whiteboard or blackboard

- Markers or chalk

- Handouts with images of common peripheral devices

- Computer with internet access and projector

- Examples of peripheral devices (printer, scanner, keyboard, mouse, camera)

- Examples of different connection methods (plug-and-play, network, Bluetooth)

Bell-Ringer Activity:

1. Display images of different peripheral devices on the board.

2. Ask students to write down the names of as many peripheral devices as they can identify.

3. After a few minutes, ask students to share their answers with the class.

Introduction:

1. Begin by asking students if they know what peripheral devices are.

2. Explain that peripheral devices are external devices connected to a computer that enhance its functionality.

3. Show examples of peripheral devices such as a printer, scanner, keyboard, mouse, and camera.

4. Explain that these devices can be connected to a computer in different ways.

Direct Instruction:

1. Discuss the different ways peripheral devices can be connected:

- Plug-and-play: Explain that plug-and-play devices can be connected to a computer without the need for additional software or drivers. Give examples such as USB devices.

- Network: Explain that some peripheral devices can be connected to a computer over a network. Give examples such as network printers or scanners.

- Bluetooth: Explain that Bluetooth is a wireless technology that allows devices to connect and communicate with each other. Give examples such as wireless keyboards or mice.

Guided Practice:

1. Show examples of peripheral devices and ask students to identify how they can be connected (plug-and-play, network, or Bluetooth).

2. Discuss the advantages and disadvantages of each connection method.

3. Provide additional examples and ask students to determine the appropriate connection method for each.

Independent Practice:

1. Distribute handouts with images of common peripheral devices.

2. Ask students to label each device and write down the appropriate connection method for each.

3. Monitor students as they work independently and provide assistance as needed.

Exit Ticket:

1. Ask students to write a short paragraph explaining the importance of peripheral devices and the different ways they can be connected to a computer.

2. Collect the exit tickets to assess students' understanding of the lesson objectives.

Closure:

1. Review the main points of the lesson, emphasizing the importance of peripheral devices in enhancing computer functionality.

2. Recap the different ways peripheral devices can be connected (plug-and-play, network, Bluetooth).

3. Encourage students to explore and learn more about different peripheral devices and their connection methods.

[Student Response]

Closure: Review the main points of the lesson, emphasizing the importance of peripheral devices in enhancing computer functionality. Recap the different ways peripheral devices can be connected (plug-and-play, network, Bluetooth). Encourage students to explore and learn more about different peripheral devices and their connection methods.