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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 | An electronic device for storing and processing data, typically in binary form, according to instructions given to it in a variable program. Must have a logic system, storage system, display system, io system, a communication system |
| Output: Monitor, Printer | Display/ output info. From your computer |
| Logic: Processor/CPU | The central processing unit. Managing data. |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Permanent storage. CDrom reads and writes to disks through an optical light |
| Input: Keyboard, mouse | Information put into a computer with these |
| Motherboard | Where every piece of hardware connects to |
| Network Adapter | A way to connect to other devices through online |

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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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