Subject: Computer Studies

class: JSS1

III Term: First Term

Week 7

Topic: Information Evolution and Communication Technology (ICT)

### **©** Lesson Objectives

By the end of this lesson, students should be able to:

- 1. Define **electronic** and **non-electronic** devices with examples.
- 2. Identify and explain different modes of receiving information.
- 3. Differentiate between **audio**, **video**, and **audio-visual** communication.

## Introduction

As humans developed, so did the methods of sharing and receiving information. Information and Communication Technology (ICT) refers to all the tools and systems used to transmit, receive, store, and process information. These tools can be **electronic** or **non-electronic**.

#### **†** 1. Electronic Devices

# **Definition:**

**Electronic devices** are gadgets that require electricity (battery or power) to function and process information automatically.

# **P** Examples:

- Mobile phones (GSM)
- Television
- Computers
- Radios

- Tablets
- DVD players
- Projectors
- Scanners
- Printers
- **Note:** These devices use electrical signals to receive, store, and send information quickly and efficiently.

### **©** 2. Non-Electronic Devices

## **Definition:**

**Non-electronic devices** do not need electricity or power to operate. They are manual or traditional tools used for communication or storing information.

## **Examples:**

- Books
- Newspapers
- Posters
- Chalkboard
- Whiteboard
- Notice board
- Bells
- Handwritten letters
- Whistles
- These tools were especially common before the invention of electricity.

# 3. Modes of Receiving Information

Information can be received in three main ways:

#### a. Audio Mode

- This is hearing-based communication.
- Devices transmit information through **sound only**.

### **Examples:**

- Radio
- Mobile phones (calls)
- Public address systems (speakers, megaphones)

#### **固** b. Video Mode

- This is visual-based communication.
- Information is received by seeing only (no sound).

### **Examples:**

- Charts
- Pictures
- Posters
- Slides or drawings

### 💢 c. Audio-Visual Mode

- This combines both sound and visuals.
- It helps in better understanding and is used in many modern tools.

### **Examples:**

- Television
- Computers (video calls, presentations)
- Projectors with sound
- Monitors with speakers

# Why it matters:

Audio-visual tools make learning and communication more engaging and easier to understand.