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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. 6. void setup(){ 7. size(400,400); 8. frameRate(2); 10. } 11. void draw(){ 12. background(255,255,255); 13. strokeWeight(5); 14. fill(random(200,255), random(240,255), random(200,255)); 15. ellipse(200,200,200,250); 16. line(200,225,200,180); 17. line(150,250,275,240); 18. ellipse(165,140,70,70); 19. ellipse(240,140,70,70); |

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| **Key Terms:** | |
| Computer | An electronic device that is used for storing data, has i/o, and can communicate with other devices, a display, and logic |
| Output: Monitor, Printer | What comes out of a computer, info flow coming from the cpu to something such as sound or display |
| Logic: Processor/CPU | Computer processing unit. Brains of the computer |
| Storage: RAM, Hard Drive, SSD, CDROM, DVD | Temporary or permanent storage |
| Input: Keyboard, mouse | Data put in a computer. Info flow comes from the outside to the processor in and |
| Mainboard/Motherboard | Board in your computer that connects to everything. |
| Network Adapter | Ethernet, wifi, thunderbolt, firewire, Bluetooth, |

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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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