

Title:	Demo of a few interesting uses and applications of the computer		
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		REF No:	
Brief Description:	This topic gives an overview of some uses of the computer.		
Goal:	To make the students understand some simple uses of computer for work and entertainment. At the end of the lesson, the student understands that computers can be used for various applications such as doing homework, playing games, drawing pictures, etc.		
Pre-requisites:	None		
Duration:	Three classes of 40 minutes.		

Lesson Content:

The computer is a smart and useful machine that can do many things. It can make our work easier and faster, and can also be used for entertainment. Since computers can store a lot of information, and can do tasks very quickly, they are used in banks, hospitals, shops, offices, airports, railway stations, cinemas and many other places. Some of the things we can do with a computer are:

- We can quickly do mathematical operations.
- We can create essays and reports.
- We can draw and colour pictures.
- We can listen to music or watch films.

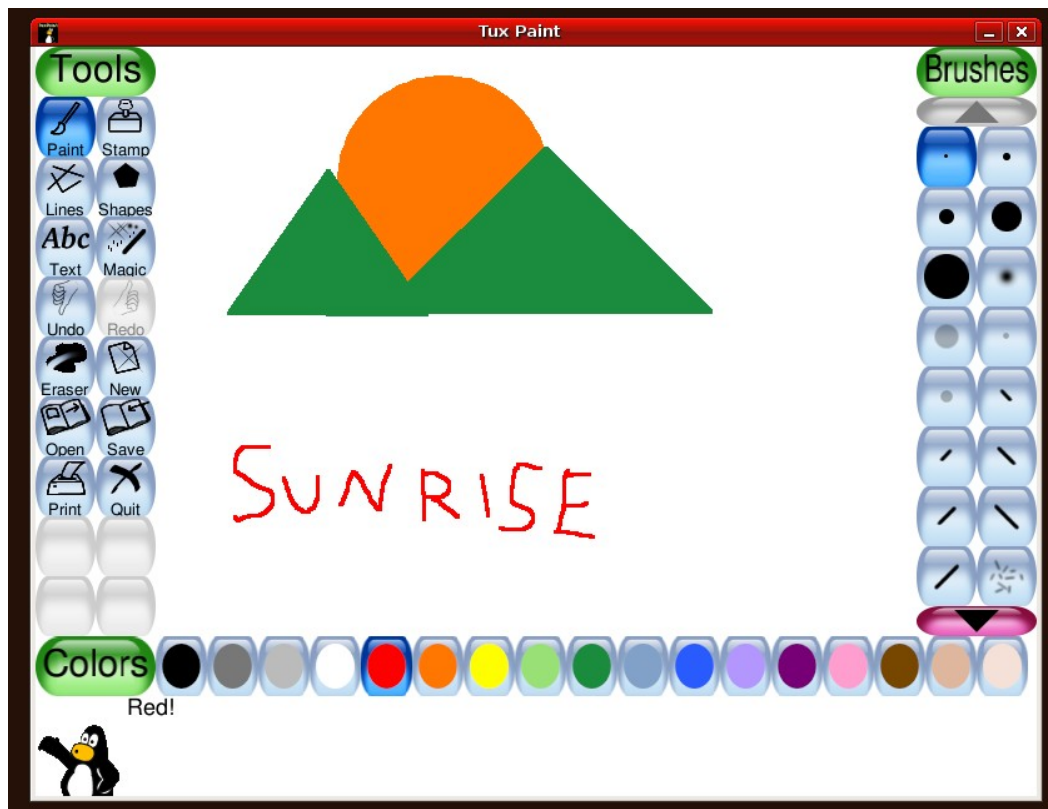
Lesson Plan:

This lesson is spread over three classes of 40 minutes each, and the teacher is required to divide the material suitably with the emphasis being on letting the children enjoy themselves.

Introduce the computer as being a smart machine that can be used for many things. Here, involve the children in a discussion about the places where they have seen a computer (home, airport, railway station, bank, school, movie theatre) and how it can help people perform various tasks in those places. You can mention other interesting uses that children can identify with – for example, computers are used in the making of cartoon films, they are used in designing various things such as toys, books, buildings, etc.

- Take the computer to class or vice versa, whichever is applicable.
- Switch on the computer.
- Discuss with children what they have seen a computer being used for at home or outside.
- Tell children about simple uses of computer such as writing an essay, sending mail, creating various documents, watching movie, etc.
- Demonstrate some of simple applications of computer such as writing a document, drawing a picture, playing games, etc.

For example: To draw a picture, open the TuxPaint Application. Click **Applications=>Graphics=>TuxPaint.**

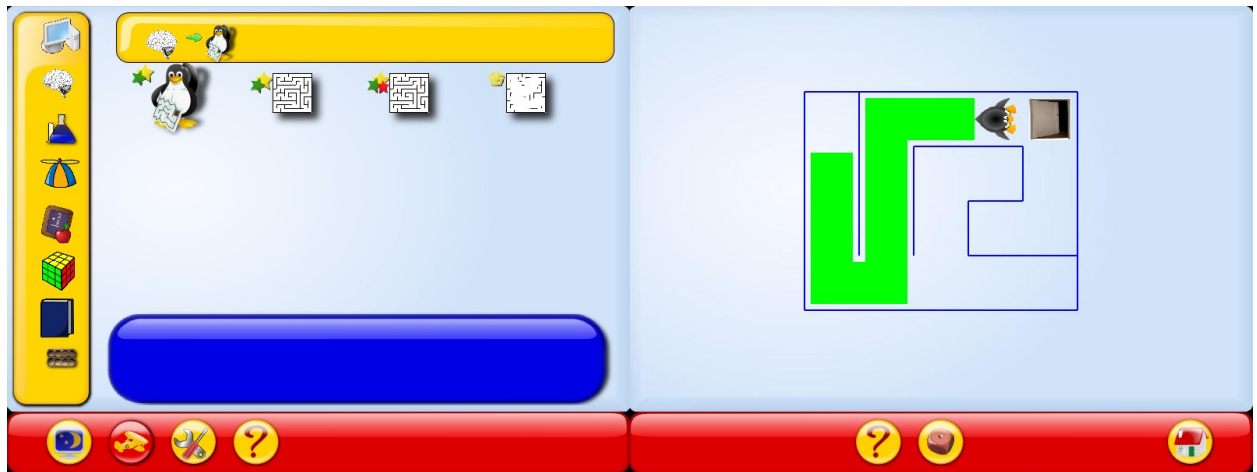


- Draw a simple picture and colour it. You can take ideas from children about the drawing. But don't stress on how to draw and colour the picture as it will be covered in later classes.
- Take the print out of picture and tell the students how a picture can be drawn quickly and easily.

Also show them how we can listen to music. Double-click on an audio file on the desktop and allow it to open in the default music player.

- Next, make the children do a small arithmetic sum that will take them some effort. Then, open the calculator program on the computer (**Applications=>Accessories=>Calculator**) and show how the same answer is obtained quickly. Ask children for sums to be solved on the computer.
 - To watch a movie double-click on the desktop icon of a movie file and it will open up in MoviePlayer. Allow the children to enjoy the movie for some time.
- Similarly play games on the computer. Several games can be found by following **Applications=>Games**. But a good selection of simple, colourful and easily visible games is available in the **gcompris** suite. Access it by following

Applications=>Games=>Educational suite gcompris. The following screenshots are of selecting the maze game and playing it.



Finally let them try their hand at playing the games. There need not be any emphasis on using the mouse and keyboard here. They will be introduced in later lessons. Throughout the lesson, the emphasis is that the computer is a smart machine that can be useful and fun. The work sheet exercises that follow try to make sure that the children understand the capabilities of the computer: what it can be used for, and importantly, what it cannot be used for.

Work Sheet:

1. Can the computer do the work of these devices? Write 'yes' or 'no' in the box.

a.



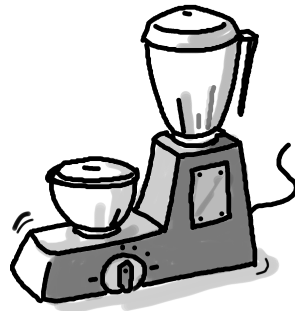
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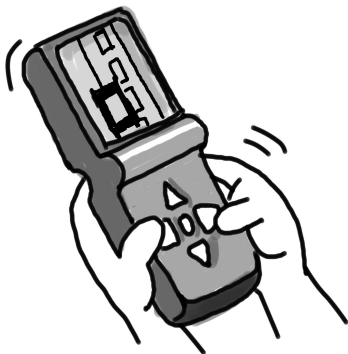
c.



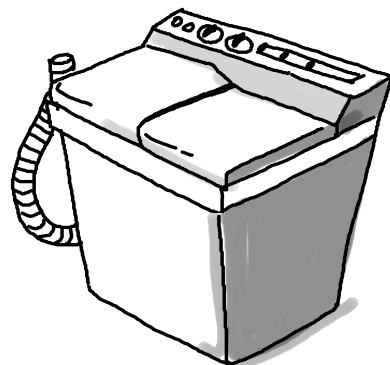
d.



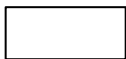
e.



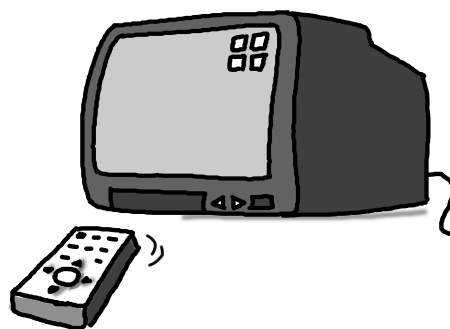
f.



g.



h.



2. How is a computer different from you? Write 'Yes' or 'No' against these questions:

a. Can you move?

Can a computer move?

b. Can you remember things?

Can a computer remember things?

c. Do you forget things?

Does a computer forget things?

d. Can you do sums very quickly?

Can a computer do sums very quickly?

e. Do you get tired?

Does a computer get tired?



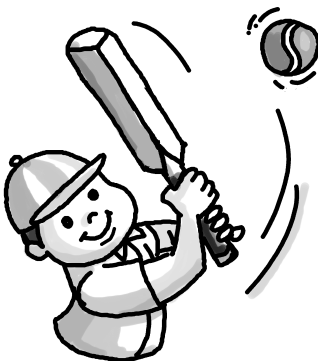
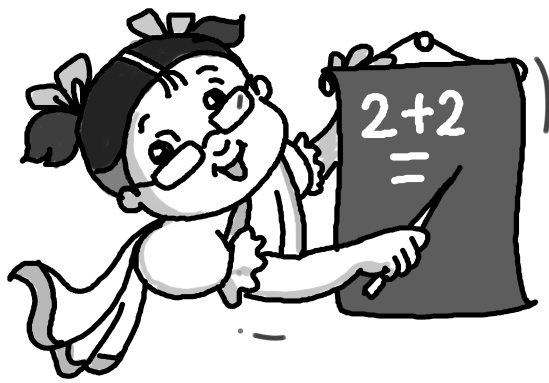
f. Do you make mistakes?



Does a computer make mistakes?

g. Can you think?

Can a computer think?

3. Tick the activities that a computer can help us in doing. Mark other activities with an X.

<p>a. <input type="checkbox"/></p> 	<p>b. <input type="checkbox"/></p> 
<p>c.</p> 	<p>d. <input type="checkbox"/></p> 

<p>e. </p> <div style="text-align: center; margin-top: 50px;">  </div>	<p>f. </p> <div style="text-align: center; margin-top: 50px;">  </div>
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4. Fill in the blanks with the following words:

Tickets Fee Records Music Computers Letters Games

- a. Computers are used in schools for keeping _____ .
- b. _____ help in drawing pictures.
- c. We can play _____ with the help of a computer.
- d. Computers are used in Railway stations for booking _____.
- e. We can write _____ with the help of a computer.
- f. We can listen to _____ on a computer.

5. Say whether the following statements are true or false:

- | | |
|---|---|
| a. Computers are used by the Police Department. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |
| b. A computer is a useless machine. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |
| c. Computers are not used in the Airports. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |
| d. Computers store a lot of information. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |
| e. Computers help in drawing cartoons. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |
| f. Computers make our work harder. | <div style="border: 1px solid black; width: 60px; height: 20px;"></div> |

6. Mark the pictures with a tick mark where we use computers and with a “X” mark where we do not.



Hospital



7. Here are some places where computers are used. Find them all!

Hint: Bank, Hospital, School, Airport

S	F	Q	E	M	B	M	H
C	G	A	U	Y	I	R	O
H	N	B	A	N	K	T	S
O	M	C	B	Q	P	N	P
O	U	S	J	S	C	U	I
L	C	Z	M	W	Z	L	T
A	X	V	N	R	V	S	A
A	I	R	P	O	R	T	L