

Title:	Introduction to the Desktop		
Contributors:	Sridhar Iyer Some material based on lessons by Carol Welch, at www.kidsdomain.com	Std:	1
		Reviewers:	Srinath Perur
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Brief Description:	The child opens a game and plays it		
Goal:	To consolidate what has been learnt so far, and to have some fun!		
Pre-requisites:	Basic familiarity with mouse and keyboard operations		
Duration:	One class of 40 minutes		
References:	http://www.kidsdomain.com/brain/computer/lesson/comp_les8b.html http://www.kidsdomain.com/brain/computer/index.html		

Lesson Content:

When your computer is booted up and ready, the screen you see is called the **Desktop**. It is the background for all activities performed by a computer. It contains the commands needed for accessing those activities. (Comment: introduce the word *program* in a later lesson. Use an informal definition for now.)



The background picture on the Desktop is called **Wallpaper**. This can be changed to show any picture that you like. In a later lesson we will learn to change the Wallpaper.

As an example, two sample screenshots of a Desktop are given below. One of them is of a Windows desktop and is downloaded from the Internet. The teacher should illustrate using the computer available in the school – a similar screenshot of an Edubuntu systems is also provided. Note the similarities and differences.





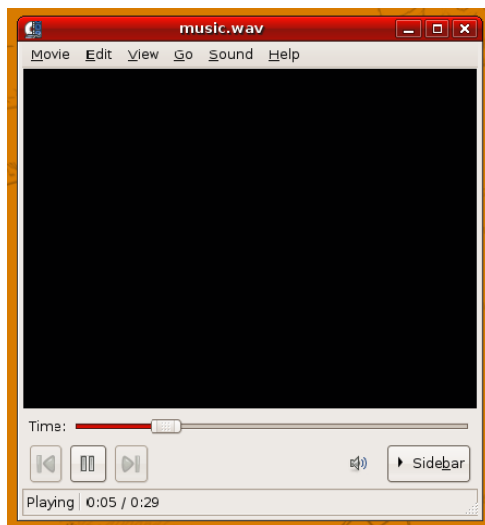
Each of these small pictures you see on the Desktop is called an **icon**. Icons are linked to activities that we want to perform using the computer. For example,

<p>This is the icon for a music file.</p> 	<p>This is the icon for TuxPaint.</p> 
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You can start the activity by moving the mouse to be on top of the icon, then clicking on the mouse button and pressing Enter. (Use the notion of double-click if they are already familiar, otherwise introduce double-click later).

When you click on the icon, the activity starts. The computer opens the activity and displays a new icon. This is a much bigger icon and is called a **Window**. It is the Window that actually lets you do the activity. (Play a music file and/or draw something for demonstration). For example, here is what happens when:

When you Click on the Music icon



When you click on the Paint icon



Each time you click on an icon, the computer opens a new Window for the activity. As you can see, the window is quite big. Suppose you want to do two activities at the same time, say listening to music and painting, the two windows may not both fit on the desktop.

Notice the interesting thing: When you click anywhere in a Window, that Window moves to the front of the Desktop. The other Windows go back. Whichever Window you click your mouse in, the computer is ready to do your command for that activity. (Demonstrate using the music player and paint application).

What happens if one Window is fully hiding the other and you cannot see it at all to click? Windows and Icons can be moved around on the Desktop by clicking on them and dragging them out of the way. (Demonstrate).

Lesson Plan:

- Prepare for the lesson by making a clean Desktop with only a few icons relevant to the lesson. Have an interesting background Wallpaper but ensure that it does not clutter the Desktop or reduce the readability of the icons.
- Take the computer to the class or vice versa, whichever is applicable.
- Switch on the computer.

- Engage the children by asking some quick questions from the earlier classes. For example, names of the various components, what is the use of the mouse.
- Let the children simply look at the Desktop and describe what they see.
- Tell them about icons and the functions of the icons that they see.
- Demonstrate launching of an application by clicking on a icon. Play a music file.
- Tell them about the Window that opens up. Let them try it on their own, if possible.
- Click on another icon to open another Window, say a Paint application.
- Demonstrate some rudimentary actions using Paint. Again let them handle the mouse, if possible.
- Clutter up the desktop with a bunch of open Windows. Hide the Window that they seem to find most attractive.
- Now ask them how to find the Window that they are interested in.
- Then tell them about clicking on the Window to get it forward. Also demonstrate moving the Windows around.
- Ask them what they do after they finish writing in their notebooks. Introduce the notion of closing an application Window by clicking on the Red X button.

Finally tell them that the screen they see when there are no open Windows is called the Desktop. Change the Wallpaper while they are watching but without telling them what you did or how. When they ask, say “Magic!” and leave it for a future class. 😊

Work Sheet:

1. Mark the following in the picture:
 - a. Where can you click to play music?
 - b. Where can you see the time?
 - c. Where should you click if you want to paint?
 - d. Where should you click to see a movie?

e. Which is the task bar?

2. How many icons can you count in the picture?

3. The desktop shown in the picture does not have an interesting wallpaper. Change it by drawing something on it!

