

Title:	Parts of a computer		
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Brief Description:	This unit covers different parts of computers: CPU, keyboard, mouse and monitor. It details the uses and functions of each part.		
Goal:	The child should be able to identify parts of a computer and have a basic familiarity with their functions.		
Pre-requisites:	None. But a basic demonstration of a computer's capabilities such as listening to music, playing a game, performing simple arithmetic, and entering text would be useful.		
Duration:	Two sessions of 40 minutes		
Resources:	Parts of a computer: www.kckps.org/courses/intro_comp.html Click on a part of the computer to know more about it: http://www.kids-online.net/learn/clickjr/clickjr.html		

Lesson Content:

What is a computer?

A computer is a device with many functions. It can be used for performing calculations, writing letters, playing games, listening to music, watching films and so on.

Parts of a computer:



The main parts of a computer as seen externally are:

- The CPU
- Monitor
- Keyboard
- Mouse

The following parts may also be present:

- Speakers
- Printer
- Scanner

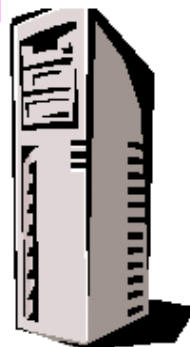
CPU:

The CPU (Central Processing Unit) can be thought of as the brain of the computer. It controls all the other parts of the computer and makes them work together. It is also where the computer stores all its information.

The CPU is also where the On/Off switch for the computer is located. It also has openings to insert storage devices such as CDs and floppy disks.

CENTRAL PROCESSING UNIT

This unit is sometimes referred to as the console and can appear as a tower or in a case that rests horizontally on the desktop.



Monitor:

A monitor is an interface between the computer and the operator. It shows the activities that are being carried out on the computer. It is connected to the CPU, which tells the monitor what to display. The monitor has an On/Off button at the front, usually with a light to indicate whether it is on or off. Turning the monitor off does not turn off the computer. There may also be other buttons to be used for adjusting the image. The glass surface of the monitor is called the *screen*, whereas the *monitor* is the entire box with the screen, case, stand and buttons.



Keyboard:

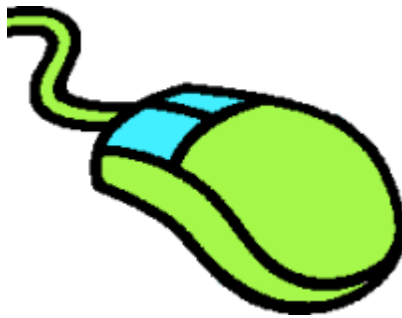
The keyboard is made of several small buttons called 'keys'. Each key corresponds to a number or a letter or some special function. We can use a keyboard to type in text or instructions to the computer. It is also used for controlling different functions of the computer. For example, arrow keys can sometimes be used as a volume control while listening to music, or they can be used in a game to tell the computer which direction we want to take. Usually what is typed on the keyboard appears on the monitor.



Mouse:

A mouse is a pointing device that controls the movement of a *pointer* on the screen. Its name is derived from its shape, the connecting wire that can be imagined to be a tail, and the fact that it is used by making it scurry along a surface. :o)

A mouse can have one to three buttons which can be *clicked* to perform actions on the computer. Clicking the mouse once is called a *single click* while clicking it twice in quick succession is called a *double click*. Depending on which side the clicked button of a mouse is, it may be called a *right click* or a *left click*. Many mice also have a wheel between the buttons called a *scroll wheel* which can be turned for scrolling through long documents.



Speakers:

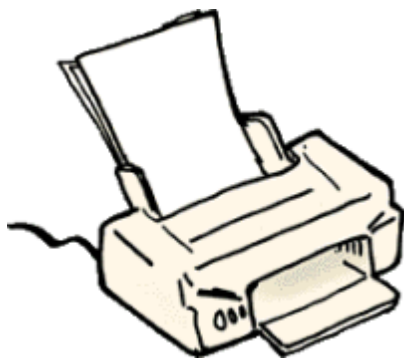
Sounds produced by the computer or songs played on it are heard through the speakers.



Printer:

It is a device attached to the computer where text entered into a document, or a sketch

can be printed onto paper.



Lesson Plan:

1. Begin with a brief discussion about computers. Some children may have computers at home. Ask children to share what they know about computers. What kinds of things do they do with computers? If possible, demonstrate some simple and entertaining applications such as playing a song or a game on a computer. Explain that the computer is like a friend who works for you but it will not do anything until you tell it what to do. Explain that a computer is a machine made of several parts that work together just like our human body and the main part of the computer is the CPU which behaves just like our brain. Tell children that they are going to learn the names for the parts of a computer and how the parts go together.
2. If a computer is available, show the various parts and explain their function. Otherwise, draw or distribute a computer diagram (one is available from http://www.eduplace.com/rdg/gen_act/g_start/graphics/comp1.html) and point out each computer part as children label their diagrams.

Monitor: This shows you what work you and the computer have done.

CPU: This is the most important part and makes all the parts of the computer work together. It does most of the work and follows your directions to solve problems or to create new work.

Keyboard: You use the keyboard to tell the computer what to do.

Mouse: The mouse is another tool to tell the computer what to do.

Other parts such as printer, speakers, CD-ROM, etc., can be covered depending on existing familiarity and the pace at which the children learn.

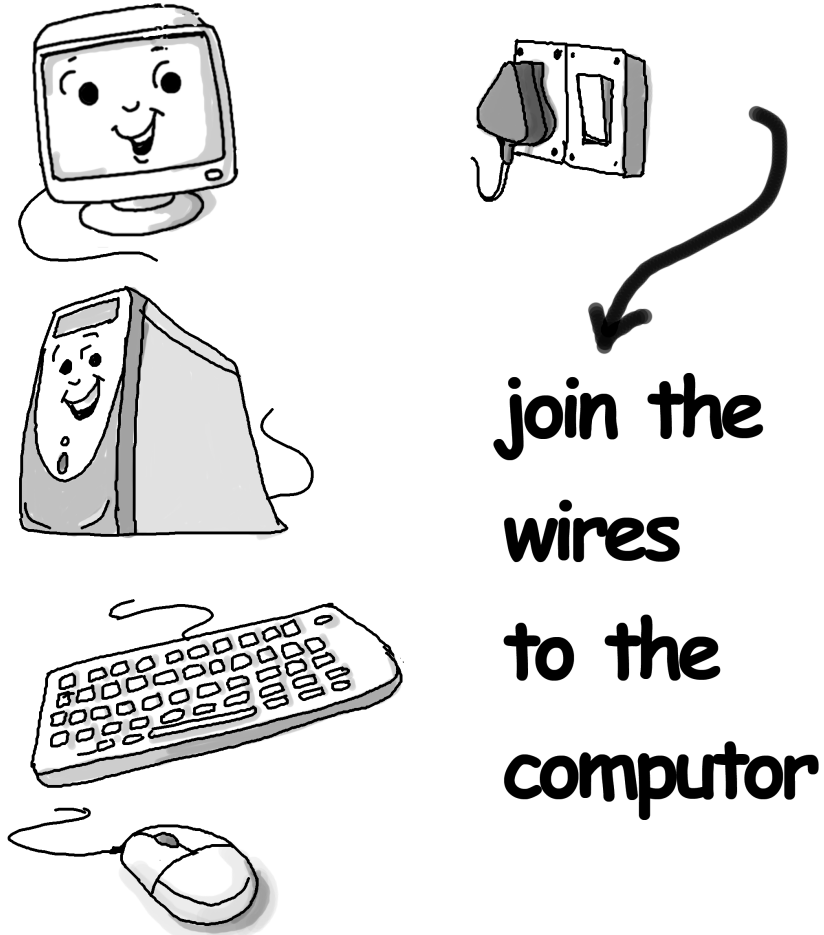
3. If required, cutouts of a computer can be used to make the children assemble a

computer model. (Cutouts are available from: http://www.eduplace.com/rdg/gen_act/g_start/graphics/comp2.html). Have each child cut out the pieces of the computer and paste them onto a piece of light-coloured construction paper. Children can refer to their diagrams to make sure they assemble the computer correctly. Encourage children to draw a picture around the computer. They may want to draw a picture on the computer screen, as well. Let them do it. Remind them to draw wires to connect the keyboard to the computer and the mouse to the keyboard. This will help them to learn later as to how input and output devices are connected to the computer.

4. You may want to play a game where children act out being a computer. Individuals or groups can take turns being different parts of a computer. One person can be the keyboard and can give the computer a job to do or a problem to solve. Another person can solve the problem and can tell the answer to the person pretending to be the screen. That person can display the answer. To include more students some children could act out as the wires that connect and send the information from the CPU to the Monitor.

Work Sheet:


1. Join the wires to the correct place.



2. Fill in the blanks from the choices

speakers, CPU, keyboard, mouse, monitor

1. The _____ controls the computer.
2. The _____ shows what is being done on the computer.
3. A computer plays music through _____.

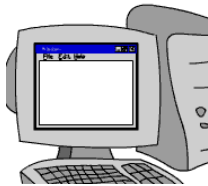
4. We can move the pointer on the screen () using the _____.
5. We can enter letters and numbers into the computer using the _____.

3. Which parts of the computer are similar to you?

Computer parts



CPU



Monitor



Speakers

Human parts



Voice

Brain



Brain



Face

4. Match the parts of the computer:

How A Computer Works: Match the Parts of the Computer
Draw a line connecting the picture with the appropriate title

Monitor

CPU (Central Processing Unit)

3 1/2" Floppy Disk

CD-ROM

Printer

Keyboard

Mouse

Scanner

Headphones

Speaker

5. Name the parts of the computer

