

ACTIVITY TITLE:

So what is a computer anyway?



BOOT UP:

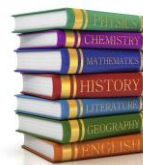
Do you know what a computer **really** is?



Computers **take in** instructions, for example, numbers on a keypad of a house alarm, **process** the instructions and **give** a result, such as setting an alarm.

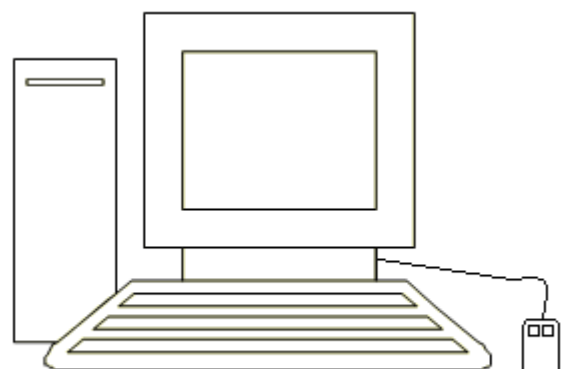
LOADING...

Take a look at the pictures below and circle the **computers**.



Can you think of another computer you see every day?

Colour in the drawing of a computer here!



ACTIVITY HOSTS

Objective: Learn about the all-pervasive nature of technology, recognise computers in everyday life.

If you would like your students to explore how common equipment such as phones and televisions have changed during the last century take a look at the [CLISTE](#) Lesson Plans available for FREE on the Tech Week website www.techweek.ie.

This lesson plan also provides you with information about how a computer works, how it takes in 'inputs', processes these and produces an 'output'.

Also take a look at www.teachit-now.org for more information on Information Technology.

NEXT STEPS:

Take a walk around your local environment and see where technology is used. Use a digital camera to capture images and use the Tech Week frame to frame technology at use.

Students can write down what they see.

FINAL STEP!

Activity Hosts - Don't forget to register your class activity on the events section of www.techweek.ie.

[Type here]

