

ACTIVITY TITLE:

So what is a computer anyway?



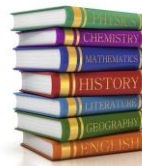
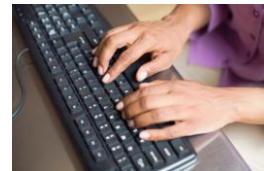
BOOT UP:

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.

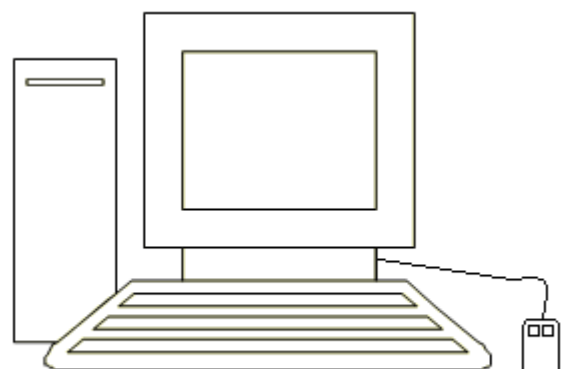
LOADING...

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.

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

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.

