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| Teacher  | Student  |
| Teacher: Introduce myself to the class and explain that this is the first lesson of the first module in the program. Teacher: Explain first activity: What Do I Know About Technology KWL ChartTeacher: How much time daily do you spend on your computer?* 1-3 hours
* 3-5 hours
* 5-7 hours
* More than 7 hours

Think to yourself on this. This could possibly show you a little more of how technology is important today. Teacher: Hardware vs. Software1. Define “hardware”

Instruct students to list hardware that they are already aware of. Give the example of a computer or an iPad. Teacher: Types of Hardware: Projection hardware:Smartboard- “Smart” touch board which allows teachers and students to touch the display and move objects. Often used in elementary schools. http://www.touchboards.com/smartboard-vs-promethean/ Promethean board- Similar to the Smartboard but in general has fewer touch features. Most often found in secondary schools.Short throw projectors – Non-touch board that operates with the use of an interactive pen Computers:Laptops or Chromebooks - most schools allow student access to laptops or Chromebooks. A traditional laptop is bigger, heaver, faster and has more storage. Chromebooks are smaller, lighter, have almost no storage and much cheaper. Storage occurs in the cloud.iPads – Common in elementary classes. They are popular because they are touch capable and align with young kids learning styles. Other tablets like the Samsung tablet is almost identical but has different applications. Apps – or applications are the programs that run on tablets Teacher: Briefly go over the mouse and touchpad. Teacher: Key Terms for TechnologyAsk learner to record these definitions in a notebook or piece of paper. CPU – Central Processing Unit (AKA: Processor) The central processing unit that runs the computer application. This is the “BRAINS” of the computer Hard disk drive -The part of the computer that reads, writes, and stores digital data. Determines how much “stuff” you can keep on your computer. Operating System - A group of software programs that provide instructions to a computer so that it may operate. Common Types: Chrome Mac OS X WindowsRAM – Random Access Memory (AKA: Memory) Computer memory that is temporarily used to allow programs to operate.Teacher: Discuss Apps. Explain what they are and how to access them on a computer or other technology. Teacher: Internet Practice. 1. Go to your homepage. This is your desktop screen.
2. Click on the Internet Explorer or Google Chrome app symbol.
3. Search in the search bar any of the pieces of hardware contained in this lesson. Ex: Promethium Board, iPad, etc.
4. Record information found in this activity on a piece of paper or in the KWL chart.

Teacher: Reflect on learning.Ask students to reflect on what they have learned during the lesson and record it in the Learn section of the KWL chart.  | Student: Student will write down 1 thing they know about technology, one thing they want to know about technology, and at the end of the lesson, one thing they learned about technology. Students: Take a few minutes to write down some things that you know now, based on the definition of hardware, are hardware. Learner: Record the vocabulary and definitions on a piece of paper. This could be useful for the Learning section of the KWL chart.Learner: Activity: Go to the homepage of your computer and click on either the Internet Explorer app or the Google Chrome app. This should take you to the search engine where you would be able to type to find the information you are looking for. Student: Complete the steps explained by the teacher and explore different hardware available for purchase on the internet. Student: Record learning in the Learned section of KWL chart.  |