

Primary 2

Information Technology

First Term

WEEK 1

Topic: What is a Computer?

Behavioural Objective: At the end of the lesson, pupils should be able to say:

- 1) Meaning of Computer.
- 2) Examples of Computer.

Content:

Computer is an electronic device that performs tasks or calculations according to a set of instructions or programs.



Examples of Computer

- 1) Hand Set
- 2) Caculator
- 3) Digital Wrist Watch

Exercise:

- 1) What is a Computer?

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

2) Give two examples of a Computer.

WEEK 2

Topic: History of Computer

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Describe how Computer came into existence.
- 2) Mention the things that were formally used for counting before came into existence.

Content:

Before the existence of Computer, people cut sticks into smaller parts for counting. People also used stone for counting.

First generation: 1937 – 1946 - In 1937 the first electronic digital computer was built by Dr. John V. Atanasoff and Clifford Berry. It was called the Atanasoff-Berry Computer (ABC). In 1943 an electronic computer name the Colossus was built for the military. Other developments continued until in 1946 the first general-purpose digital computer, the Electronic Numerical Integrator and Computer (ENIAC) was built. It is said that this computer weighed 30 tons, and had 18,000 vacuum tubes which was used for processing. When this computer was turned on for the first time lights dim in sections of Philadelphia. Computers of this generation could only perform single task, and they had no operating system.

Second generation: 1947 – 1962 - This generation of computers used transistors instead of vacuum tubes which were more reliable. In 1951 the first computer for commercial use was introduced to the public; the Universal Automatic Computer (UNIVAC 1). In 1953 the International Business Machine (IBM) 650 and 700

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

series computers made their mark in the computer world. During this generation of computers over 100 computer programming languages were developed, computers had memory and operating systems. Storage media such as tape and disk were in use also were printers for output.

Third generation: 1963 - present - The invention of integrated circuit brought us the third generation of computers. With this invention computers became smaller, more powerful more reliable and they are able to run many different programs at the same time. In 1980 Microsoft Disk Operating System (MS-Dos) was born and in 1981 IBM introduced the personal computer (PC) for home and office use. Three years later Apple gave us the Macintosh computer with its icon driven interface and the 90s gave us Windows operating system.

Exercise

- 1) Pupils should describe how computer came into existence.
- 2) Pupils should mention two things that were used for counting before the existence of Computer.

WEEK 3

Topic: Types of Computer

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Mention types of Computer

Content:

Types of Computer:

- 1) Analog Computer
- 2) Digital Computer
- 3) Hybrid Computer
- 4) Super Computer

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

5) Main Frame Computer

6) Mini Computer

7) Micro Computer

Exercise:

Pupils should list four types of Computer.

WEEK 4

Topic: Parts of a Computer 1

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Identify the Monitor, System Unit, Keyboard
- 2) Draw a Computer showing the Monitor.

Content

1) Monitor: A Monitor displays information in visual form, using text and graphics. The portion of the Monitor that displays the information is called screen. The monitor looks like a television.



2) System Unit: The system Unit is usually in a rectangular form. Information are stored in the System Unit. There are electronic components that process information in the system Unit the most important these components is called the Central Processing Unit (CPU).



3) Keyboard: The keyboard is used mainly to type text into the computer.



Exercise:

Pupils should explain the following:

- 1) Monitor
- 2) Keyboard.
- 3) System Unit
- 4) Draw a Monitor

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

WEEK 5

Topic: Parts of a Computer 2

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Identify parts of a Computer E.G. Printer, Mouse, Joy Stick
- 2) Draw the parts of the Computer correctly

Content

Printer: A printer transfers data from a computer onto paper.



Mouse: A mouse is a small device used to point and select items on the computer screen.



Joy Stick: Joy Stick is a cursor control device used in computer games.



Exercise:

Pupils should draw the following:

- 1) Mouse
- 2) Joy Stick
- 3) Printer

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

WEEK 6

Topic: Parts of a Computer 3

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Identify Scanner, Light Pen and Speaker
- 2) Draw the parts correctly.

Content

Scanner: A scanner is an input device that scans documents such as photographs and pages of text.



Light pen: It allows the user to point to displayed objects or draw on the screen in a similar way to a touchscreen but with greater positional accuracy.



MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

Speakers: Speakers are used to play sounds. They may be built into the system Unit or connected with cables. Speakers allows you to listen to music and hear sounds effects from the computer.



Pupils should draw the following:

- 1) Scanner
- 2) Light Pen
- 3) Speaker

WEEK 7

Topic: Features of a Monitor

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) Describe the Monitor.

Content



- 1) A Monitor displays information in visual form.
- 2) A Monitor is square in shape.
- 3) A Monitor is like Television screen.
- 4) The portion that displays the information is called the screen.

Exercise:

What the features of a Monitor?

WEEK 8

Topic: Uses of the Monitor

Behavioural Objective: At the end of the lesson, pupils should be able to:

Content

- 1) Monitor is used to display information.
- 2) Monitor is used for data processing.
- 3) Monitor can be used to watch films like Television.

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

4) Monitor can also be used to play games.

Exercise:

What are the uses of a Monitor?

WEEK 9

Topic: Features of a System Unit

Behavioural Objective: At the end of the lesson, pupils should be able to:

1) Describe the System Unit

Content



- 1) The System Unit is rectangular in shape.
- 2) The System Unit has one or more disk drives that store information on a metal or plastic disk.
- 3) The System Unit has power button which is used to on and off the Computer.
- 4) The System Unit has the CD drive which is used to read data.

Exercise:

MD Teachers' Resources 08059957264 08140403282

www.mdteachersresources.com

- 1) Draw a System Unit.
- 2) What are the features of a System Unit?

WEEK 10

Topic: The use of a System Unit

Behavioural Objective: At the end of the lesson, pupils should be able to:

- 1) The Uses of a System Unit

Content

- 1) The System Unit is used to store information.
- 2) The System Unit serves house to the primary devices that performs and produce results for complex calculations.
- 3) The System Unit serves as the brain of the computer.

Exercise:

Pupils should list the following uses of the System Unit.