



# Technology

## Requirements

Explain the purpose of each item:

- a. Computer system
  - b. Monitor
  - c. Mouse
  - d. Keyboard
  - e. Central Processing Unit
  - f. Hard disk
  - g. Scanner
  - h. CD ROM
  - i. Modem
  - j. Printer
  - k. Network
  - l. Diskette
2. What are computers good for?
    - a. Documents and books
    - b. Databases
    - c. Calculations
    - d. Communications
    - e. Research
    - f. Fun
  3. Do one of the following:
    - a. Type and print a thank-you note.

- b. Play an educational game.
4. Do one of the following:
  - a. Visit an office and see how a computer helps that person with their work.
  - b. Visit a computer salesperson and have them give a demonstration of the latest technology.
5. Know the home row of the keyboard.
  - a. Show the proper hand position on the keyboard.
  - b. Explain why proper hand position is important.
  - c. Type on an elementary typing program such as Sticky Bear or Mavis Beacon.

## Supporting Answers

1. Find a current computer book or dictionary with the definitions. Use correct terminology but find illustrations to help children understand the concepts.
  - a. Documents and books— Word processors are primarily designed to create letters, reports, and documents. Desktop publishing programs help combine graphics with text.
  - b. Databases—Programs that allow you to manipulate, store, record, and retrieve information from a collection of related files: like addresses, memberships, or store inventories.
  - c. Calculations—Spreadsheets are made for math calculations for accounting or record- keeping purposes.
  - d. Communications—Cover the Internet, E-mail, and the world wide web. Talk about the need to use discipline to bypass the bad information and how to use the good information.
  - e. Research—Current resource materials for research are available in minutes through the Internet services. You can also use material from CD-ROMs or other resource software. Computerized searches are fast, and sometimes give you more ideas. One such CD is the E. G. White Library or an encyclopedia CD.
  - f. Games—There will always be games. Computer games can be good if they challenge your mind and mental skills as well as your dexterity. Put it to the test of Philippians 4:8. All of our computer work should meet that standard.

Updated in: Unknown / Grade Unknown