

# Lesson 1.1: I Spy a Computer

## Objectives

In this lesson, students will:

- ❖ Recognize and list computers surrendering them in their day-to-day life
- ❖ Define clues on how to recognize a device as being a computer
- ❖ Explain what function a computer accomplishes

## Agenda

- |                     |         |
|---------------------|---------|
| 1. Introduction     | 5 mins  |
| 2. I spy a computer | 20 mins |
| 3. Scavenger Hunt   | 10 mins |

## Resources & Links

- ❑ Video - Computer Scavenger hunt: <https://www.youtube.com/watch?v=1Z1eCGwrZxg>

## Preparation

- ❑ "I spy with my little eye a computer" (1 copy per student)
- ❑ "Computer Scavenger hunt" (1 per student)
- ❑ Pens

## Alignment to CA CS Standards

Standards

- ❑ CS.1

Core Practices

- ❑ (Equity) Fostering an Inclusive Computing Culture
- ❑ (Communication) Communicating About Computing

Credits:



## 1. Introduction



Ask students: do you see any computers in this room?

Take out your cell phone and ask the students if they think it is a computer, if they can give examples of computers that they noticed in their home, car, in stores, at the dentist's office?

Computers are everywhere. During this lesson, we will discuss clues on how to spot a computer

## 2. I spy a computer



Each student receives a copy of the activity: "I spy with my little eye, a computer..."

Instructions to give to students:

- Look at the images on your paper.
- Discuss with your elbow partner (or in groups) which drawing represents a computer and why



Discussion:

Review each of the items and ask the following

- Do you think the picture shows a computer, why, why not?
- Do you think there might be computers inside the object? What does that computer help us do? (for example: the car has computers inside that might help us navigate)

A potential point of discussion:

Fridge: Some fridges have computers that help them stay cool. They also could order food automatically for you when an item runs low (like milk)

Car: Navigation, detection of obstacles or pedestrians, self-parking, self driving

Stores: Computers help stores order items when their number drops on the shelf

TV: Our movies and favorite programs are sometimes streamed from the internet or an application

Books: More and more people are now reading books on tablets which are computing devices.

Planes: Navigation, communication, entertainment

Phones: Smartphones are powerful computers

## 3. Scavenger hunt

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Watch the video: <https://www.youtube.com/watch?v=1Z1eCGwrZxg>

Discuss with the students. What did they hear?



Distribute “Computer Scavenger Hunt” to the students. Explain to them that they have to use this “diary” to write down each time they spot a computer at home, in school, or while traveling.

#### 4. Wrap-Up and Reflections



##### Reflection Points:

- Look at clues to spot a computer: on/off button, screen etc...
- The world is full of computers, which one is your favorite?
- Computers used to take up a lot of room, but now computers can be very small. Can you think of a small computer?

I spy with my little eye, a computer...



Graphics from flaticon.com

TASK 19

# CoMpuTer ScaVenGeR HuNt

Spot a computer! List all the computers you see during the week.

DaY	Time	PlaCe	WhaT the CoMpuTeR did?

## DisCUss



How to spot a computer? Look for clues like the on/off button, a chord, batteries or a blinking light.

THIS IS HOW MANY COMPUTERS I SPOTTED!

