

**Grade 7**  
**Week 1**  
**Topic: Input Devices**

**INPUT DEVICES** – computer hardware that allows you to enter data into the computer.

1. **Keyboard** - The computer keyboard's primary function is to allow the user to input commands that instruct the computer on what to do. The user may input a series of numbers, letters and symbols using the keyboard.
2. **Mouse** – allows the user to control the on-screen cursor. By moving the mouse around, the user decides where to position the arrow key on the screen.
3. **Joystick** - features a directional pad for moving characters or objects up, down or to the left or right, and several buttons that execute a variety of game-related tasks.
4. **Webcam** - allows users to film themselves while they're on their computer. Users can either save the videos into the system, or run a "streaming" video application which broadcasts their every move live over the Internet to viewers all over the world.
5. **Microphone** - gives the user the ability to transmit his voice through his computer.
6. **Graphics tablet** - enables the user to hand-draw images and graphics, similar to the way a person draws images with a pencil and paper.
7. **Touchpad** - a **pointing device** featuring a sensor with a specialized surface that can translate the motion and position of a user's fingers to a relative position on screen.
8. **Trackball** - a **pointing device** consisting of a **ball** held by a socket containing sensors to detect a rotation of the ball about two axes—like an upside-down **mouse** with an exposed protruding ball. The user rolls the ball with the **thumb**, **fingers**, or the palm of the **hand** to move a **pointer**.
9. **Digital camera** - a **camera** that takes **video** or still **photographs** by recording **images** on an **electronic image sensor**.
10. **Light pen** - a light-sensitive wand that allows the user to point to displayed objects or draw on the screen in a similar way to a **touch screen**.
11. **Scanner** - a device that optically scans images, printed text, **handwriting**, or an object, and converts it to a **digital image**



Name: \_\_\_\_\_ Grade: \_\_\_\_\_ Date: \_\_\_\_\_

## INPUT DEVICES

1. Write T if the statement is True or F if the statement is False in the boxes provided.

(a) The mouse allows you to position the arrow key on the screen.

(b) A scanner is not used to scan pictures.

(c) The keyboard is an input device.

(d) A microphone is used to produce sound.

(e) A digital camera is used to capture a picture-e.

(f) Input devices allow you to enter data into the computer.

2. Look at the pictures and fill in the blanks:



S \_ A \_ N \_ R



**Grade 8**  
**Week 2**  
**Topic: Output Devices**

**OUTPUT DEVICES** - Hardware that allows the computer to show data after processing.  
It can be visual or audible.

1. The **plotter** is a printer that interprets commands from a computer to make line drawings on paper with one or more automated pens.
2. A **printer** is a device that accepts text and graphic output from a computer and transfers the information to paper, usually to standard size sheets of paper.
3. **Computer speakers** produces sound in response to an electrical audio signal input
4. The **monitor** displays the video and graphics information generated by the computer through the video card.
5. **Headphones** are a pair of small loudspeakers that are designed to pick up signal without using a cable.
6. An **LCD projector** is a type of video projector for displaying video, images or computer data on a screen or other flat surface.



**Grade 8**  
**Week 3**  
**Topic: Storage Devices**

**STORAGE DEVICES - A computer storage device is any type of hardware that stores data.**

1. **Hard disk** - A magnetic disk on which you can store computer data
2. **Floppy disk** – also called a diskette is made up of a disk of thin and flexible magnetic storage medium, sealed in a rectangular plastic covering lined with fabric that removes dust particles.
3. A **CD-ROM** is a storage device that that can save a large amount of data. The name is an acronym which stands for "Compact Disc Read-only memory". Computers can read CD-ROMs, but cannot write on them.
4. **DVD** is an optical disc storage format, invented and developed by Philips, Sony, Toshiba, and Panasonic in 1995. DVDs offer higher storage capacity than Compact Discs while having the same dimensions (they look the same)
5. **Blu-ray Disc (BD)** is an optical disc storage medium designed to supersede the DVD format.
6. A **tape drive** is a data storage device that reads and writes data on a magnetic tape.
7. A **memory card** or **flash card** is an electronic flash memory data storage device used for storing digital information. They are commonly used in many electronic devices, including digital cameras, mobile phones, laptop computers, MP3 players and video game consoles.
8. A **USB flash drive** is a data storage device that includes flash memory with an integrated Universal Serial Bus (USB) interface. USB flash drives are typically removable and rewritable, and physically much smaller than a floppy disk.



**KB** stands for kilobyte. **MB** stands for megabyte. **GB** stands for gigabyte. **TB** stands for terabyte.

1 byte (B) = 8 bits	1 kilobyte (KB) = 1,000 bytes (1 thousand bytes)
1 megabyte (MB) = 1,000,000 bytes (1 million bytes)	1 gigabyte (GB) = 1,000,000,000 (1 billion bytes)
1 Terabyte (TB) = 1,000,000,000,000 (1 trillion bytes)	

