

Pioneers of COMPUTER

Level 1



Dr. Basem Al-Ja'bari




AL-ROWAD
www.alrowadpub.com

Pioneers of COMPUTER

Level 1



Basem Al-Ja'bari




AL-ROWAD
www.alrowadpub.com



AL-ROWAD
for Publishing & Distribution

Tel. 00 962 6 462 55 03

Fax: 00 962 6 462 55 04

E-mail: info@alrowadpub.com

www.alrowadpub.com

ISBN 978-9957-37-383-2

Author: **Basem Khader Al-Ja'bari**

Editing: **Ahmed .I. Abu Eisheh**

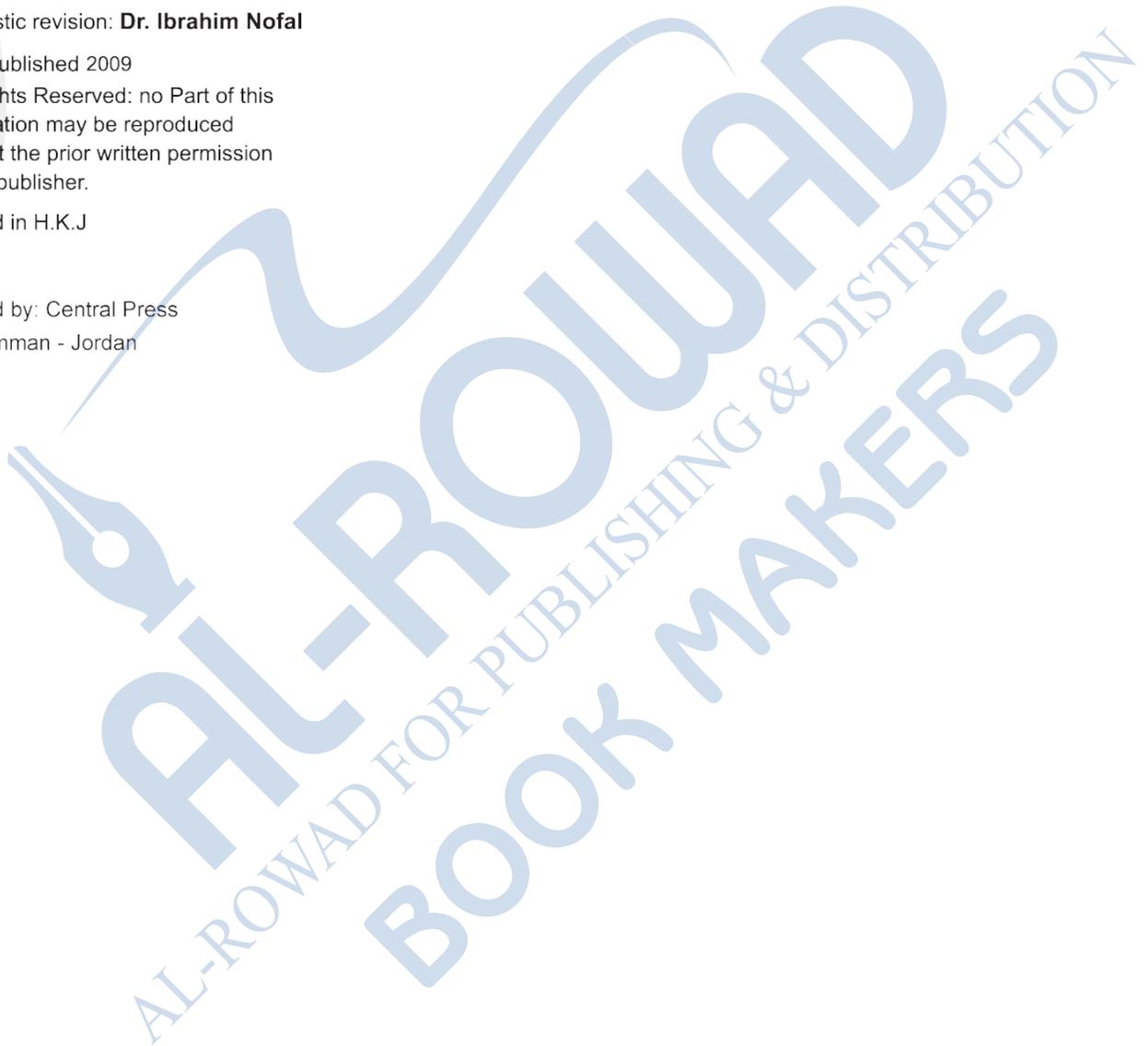
Linguistic revision: **Dr. Ibrahim Nofal**

First Published 2009

All Rights Reserved: no Part of this publication may be reproduced without the prior written permission of the publisher.

Printed in H.K.J

Printed by: Central Press
Amman - Jordan



AL-ROWAD
AL-ROWAD FOR PUBLISHING & DISTRIBUTION
BOOK MAKERS

Contents

Introduction.	4
Teacher's role in teaching.	5
Unit One: Information Technology.	6
Lesson one: The computer.	7
Hardware.	7
Software.	10
Lesson two: Computer types.	18
Lesson three: Computer in our daily life.	23
Computer in education.	23
Computer in libraries.	24
Computer in banks.	24
Computer in business.	25
Computer at home.	27
Lesson four: How to deal with computers.	31
Unit One Questions	34
Assessment.	35
Unit Two : Microsoft Windows.	36
Lesson one: Start with Windows.	37
Turn on the computer.	37
Turn off the computer in the correct way.	38
Lesson two: Desktop components.	40
Lesson three: How to use the Mouse.	43
Lesson four: Using Windows.	47
Lesson five: Run application programs.	53
Unit Two Questions	55
Assessment.	56
Unit Three : MS-Paint Program.	57
Lesson one: Start working with MS-Paint.	58
Run the MS-Paint Program.	58
Screen paint component.	58
Lesson two: Exit from MS-Paint Program.	63
Assessment.	64

Introduction

Dear Teachers,

I introduce in this book my humble contribution in order to help you cope with the latest developments in the second millennium, taking into consideration the needs of our dear students, who will be the leaders of the future and the new generation that will make the necessary changes for the interest of humanity. Therefore, I have adopted in my series the latest educational strategies based on ERFKE so as to create the proper educational environment, and build a generation that can be able to cope with information technology, and face the challenges imposed by the accelerating growth in the acquisition of information and skills, and to progress steadily toward employing technology in education. I do strongly believe that students have the abilities to promote progress in the country and achieve the aspirations of the nation by applying the up-to-date methods which support the student and make him or her the core of the educational process. Development processes require more efficient roles in preparing and planning in the field of education, and using various proper educational resources and aids, and giving the students, chances to express freely their opinions through democratic and independent channels.

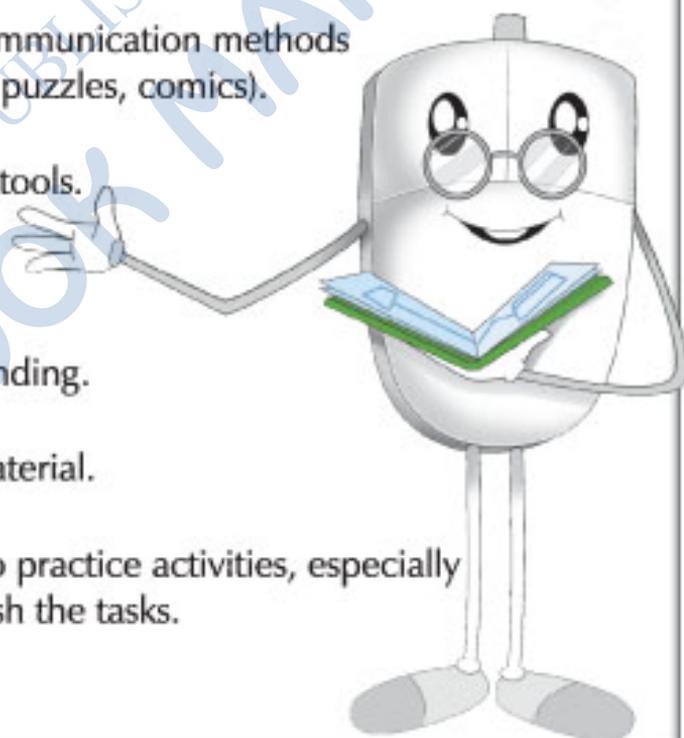
Dear Teachers,

Notice that the programs in the book are authorized in all publications and meet all specifications set by Microsoft. The materials included can be enriched by educational and recreational programs.

E-mail: info@alrowadpub.com
www.alrowadpub.com

Teachers role in teaching processes ▶

- You're the leader.
- Listen to your student and let him express his own opinion.
- Encourage your student to participate, and ask him to try again when he makes a mistake.
- Encourage self-assessment.
- You're the guide. Let your students practice about 75% of the time of the lesson.
- Encourage your students to use co-operative activities.
- Listen to your students. Vary your communication methods (Facilities, such as diagrams, figures, puzzles, comics).
- Use available technology as learning tools.
- Explain the lesson in short steps.
- Evaluate continuously their understanding.
- Use the work sheets to enrich the material.
- Give enough time to your students to practice activities, especially to students with special needs to finish the tasks.



Information Technology



We are going to study the concept of computer, components, application programs, in addition to the main parts of the computer.

Specific outcomes ►

- To learn the concept of computer.
- To learn the types of computers.
- To recognize external parts of hardware.
- To learn the application programs.
- To be aware of the role of computer and IT in daily life.
- To use the different units of the computer.
- To learn the computer terminology.

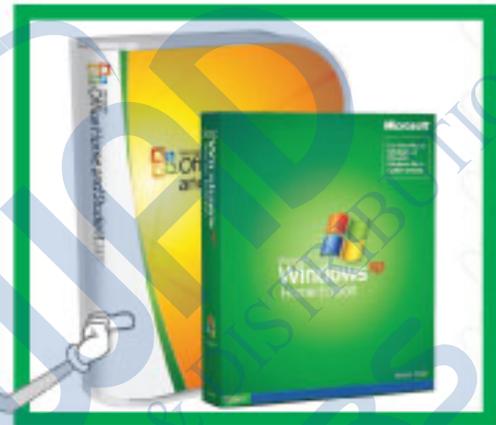
The computer

The computer contains two main units:

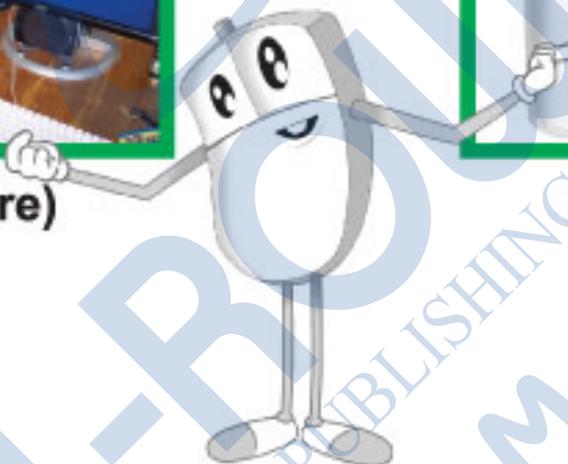


(Hardware)

&



(Software)



1- Hardware

Computer components



(The system unit)

Case

Monitor



Keyboard



Mouse



Scanner



Printer



Speakers



Joystick

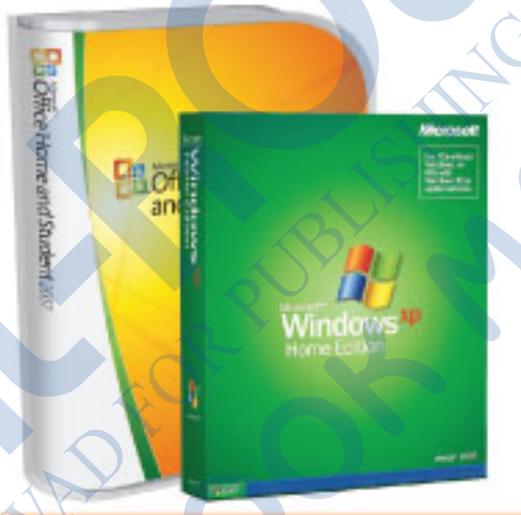
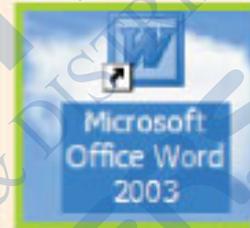


Activity

(1-1) Discuss with your group the function of the components of computer.

2 - Software

The application programs do the computer work.



Activity

(1-2) Teacher asks students to mention other programs and discuss the work of each one.

Activity (1-3) Draw lines between the words and the pictures.

Scanner ●

Joystick ●

Monitor ●

Mouse ●

Keyboard ●

Speakers ●

The System unit ●

Printer ●



Activity

(1-4)

Color the frame of Hardware **blue**.
Color the frame of Software **red**.

