

This is how a computer works and it is also known as **IPO cycle**.



Trial Trivia

Problem Solving Skill

Identify the input, processing and output;

1. Washing Machine

Processing

2. Clean Cloth

Output

3. Dirty Cloth

Input

HARDWARE

All the physical parts that are attached to a computer are called **hardware**. You can touch the hardware. Hardware includes components like **Input Devices**, **Processing Device**, **Output Devices** and **Storage Devices**.

Input Devices

The **data** and **instructions** that we enter into the computer are called **input**. The devices that help in entering these data and instructions into the computer are called **input devices**. Some basic input devices are:

Keyboard

A **keyboard** is an **input device** which is used to enter or type letters, words and numbers into the computer.



Keyboard



Mouse

Mouse

A **mouse** is an **input device** which is used to draw pictures and select objects on the monitor. It is also known as **pointing device**.

Joystick

A **joystick** is an **input device** which is used to play games on the computer.



Joystick



Trial Trivia

Problem Solving Skill

Circle the correct answer.



(Input / Output)



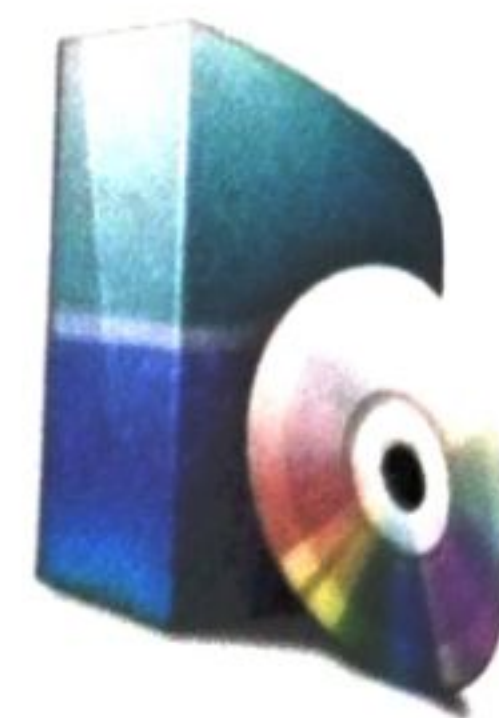
(Processing / Storage)



(Storage / Output)

SOFTWARE

A program is a set of instructions. A **Software** is a set of **programs** that tells the computer hardware what to do and how to perform a particular task. You cannot touch the software.



System and **Application** are two types of software.

System Software

System software coordinates all the activities in the computer. **Operating System (OS)** is the most commonly used system software. It is the first software which is installed on the computer. Some famous operating system software are **Windows**, **Mac OS** and **Linux**.



Application Software

Application software helps you in doing some specific type of work. For example, we use **Tux Paint** to make drawings, **Word** to create text document, and **PowerPoint** to make presentations.



Now I Know!

After reading the chapter, I know these points:

- Keyboard, mouse, joystick, microphone and scanner are input devices through which we enter data and instructions into a computer.
- Monitor, printer and speakers are output devices through which we get the result or output.
- Hard disk, CD-ROM, DVD and pen drive are storage devices in which we save our work.
- System and Application are two types of software.

CHECKLIST

Agree **Disagree**





Self-Evaluation

A. Tick [✓] the correct answer.

- means to calculate or count.
a. Compute ☒ b. System ☐ c. Hardware ☐
- Computer accepts data in the form of
a. output ☐ b. input ☒ c. none of these ☐
- Keyboard is an example of device.
a. input ☒ b. output ☐ c. storage ☐
- A is used to play games on the computer.
a. scanner ☐ b. printer ☐ c. joystick ☒
- A is used to give output on a paper.
a. printer ☒ b. speaker ☐ c. scanner ☐
- is the main storage device in a computer.
a. Hard disk ☒ b. DVD ☐ c. Pen drive ☐

B. Write 'T' for True and 'F' for False statements.

- Input devices are used to enter instructions. T ☒
- A mouse is also known as a pointing device. ☐ T
- The information that we get as a printout on the paper is called soft copy. ☐ F
- Storage allows us to save our work for future use. ☐ T
- All the physical parts that are attached to a computer are called software. ☐ F

C. Fill in the blanks after unscrambling the letters.

1. Keyboard

is used to type words.

E B K A R O D Y

2. A CD-ROM is circular in shape.

I C R L U C A R

3. Pen drive is a portable data storage device.

N P E I R E D V

Answer the following questions.

1. What are input devices?

2. Name any one input and one output device.

3. What is software?

E. Application-based Question.

At home, you saw your brother playing a computer game with a device. Tell him the name of this computer device.

Joystick

Digital Literacy



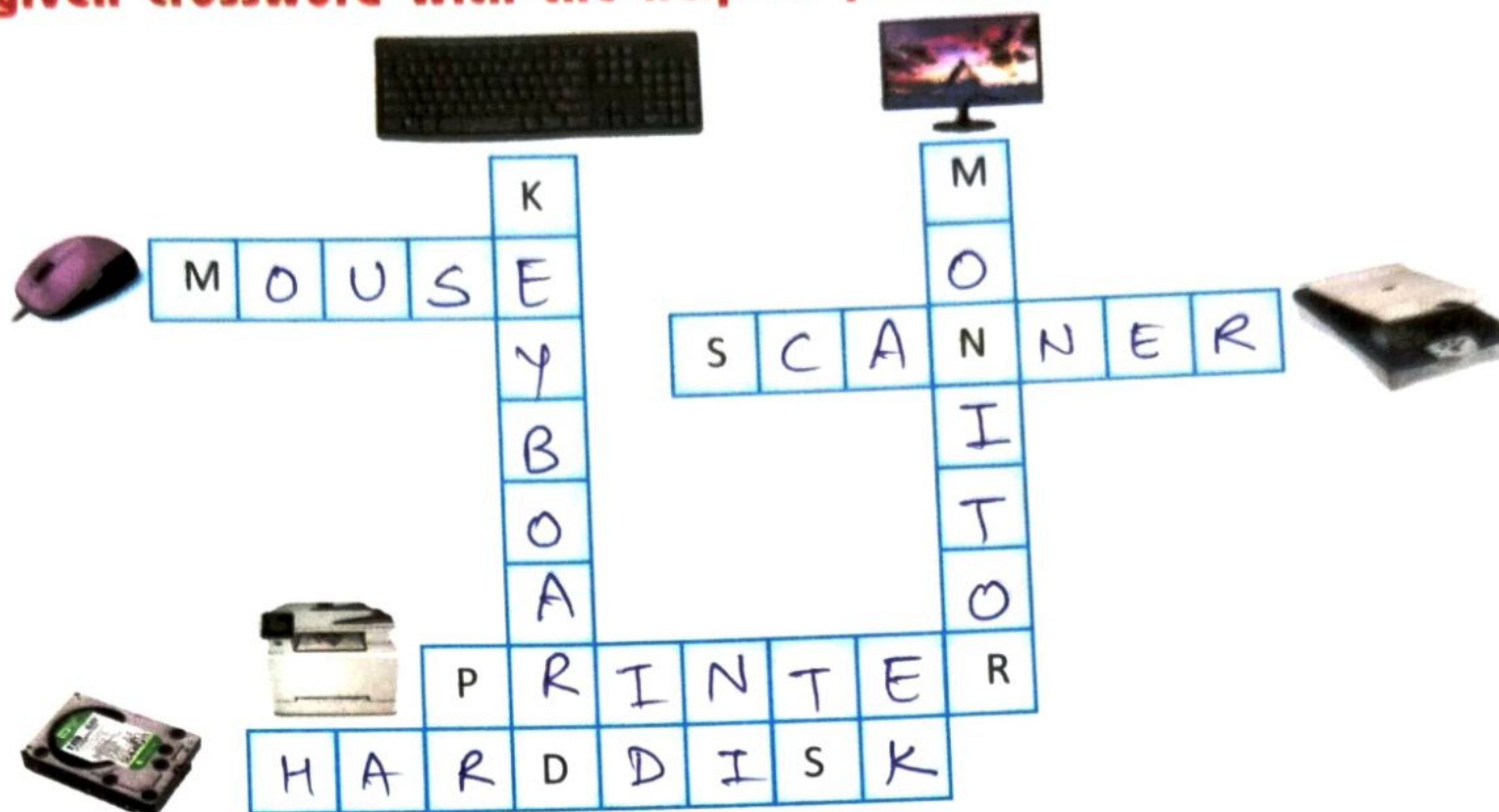
Animation



Activity Section

Activity Crossword

Solve the given crossword with the help of pictures.



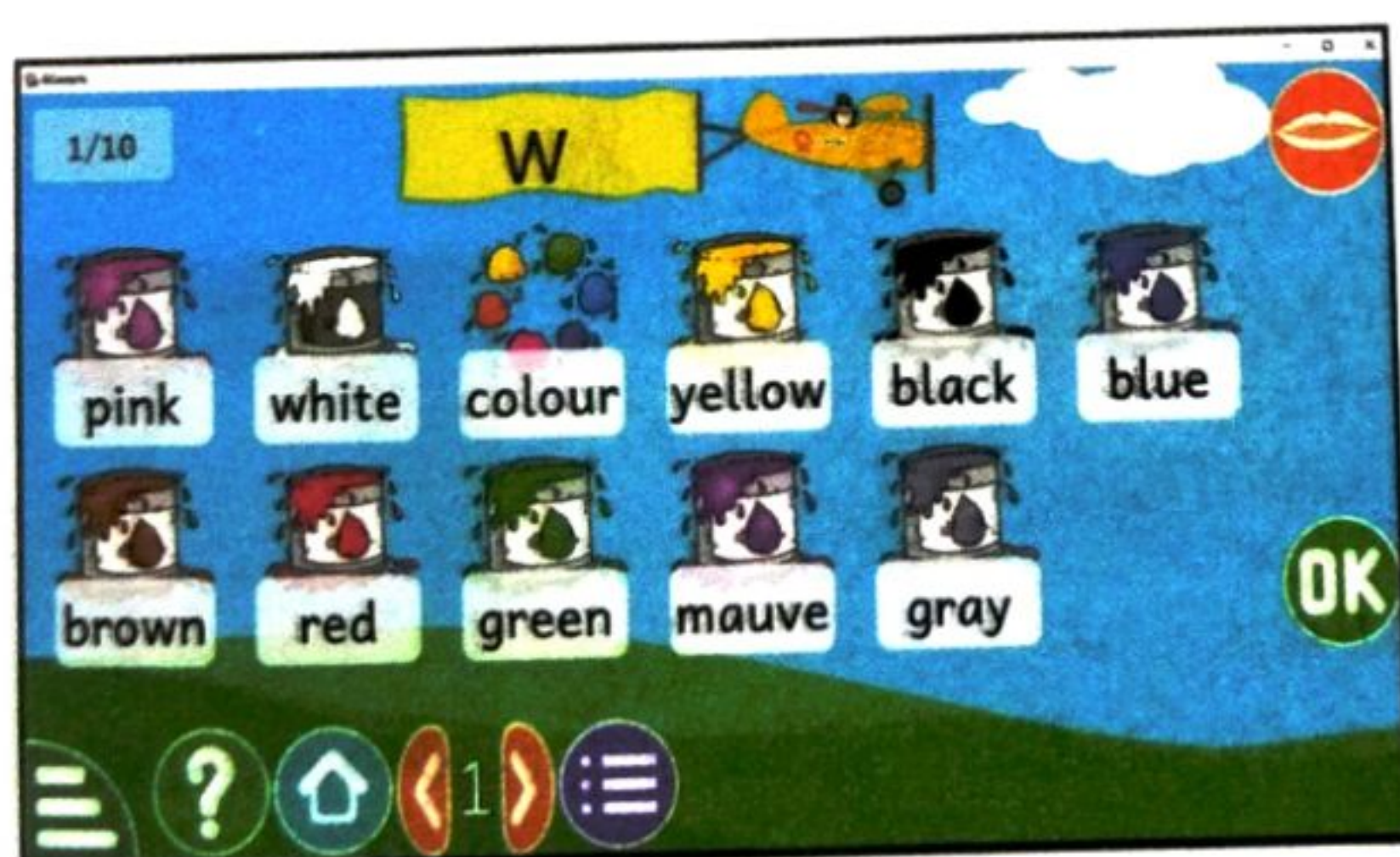
Lab Activity

Open the Educational Suite GCompris [G].

1. Click on this icon [G] from the top of GCompris.
2. Click on Words [Words].
3. Click on Letter in which word [BOAT BAT].

Skill Formation

This activity aids in the development of aesthetic and linguistic intelligence.



PLAYING METHOD

You can play this game by selecting all the words in the list containing the letter in the flag. Click on OK to check the answer.

Your level in the game increases when you select all the correct words.

Group Discussion

Divide the students into three groups and discuss the topic – 'Various Computer Devices at the Sales Counter of a Supermarket'.