

Input and Output Devices

LESSON PLAN

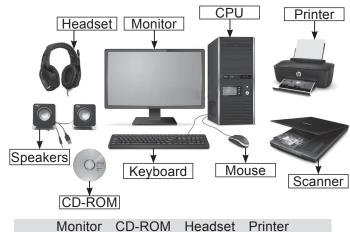
After this lesson, students will be able to:

- » Recall the different parts of a computer.
- » Recall the IPO cycle.
- » Define input devices.
- » Give examples of input devices.
- » Identify and describe different input devices.
- » Define output devices.
- » Give examples of output devices.
- » Identify and describe different output devices.

WARM UP

Label the parts of the computer. You can take help from the words given below.

Ans.



Scanner Speakers CPU Box Mouse Keyboard

CHAPTER NOTES

- » A computer is a device for working with information.
- » The information can be numbers, words, pictures, movies, or sounds. Computer information is also called data.
- » Computers can process huge amounts of data very quickly. They also store and display data.
- » To interact with a computer, we use external devices called inputoutput devices. These are known as peripheral devices.
- » Input devices are used to provide input which can be understood by the computer, such as raw data, information, commands, orders, signals, etc.
- » To give input, a computer needs an input device. It is the most important part of the computer.
- » Light pen is a pointing device similar to a pen. It is used to select an item or draw pictures on the monitor.
- » Trackball is an input device that is mostly used in a notebook or laptop computer, instead of a mouse. It consists of a ball, and by moving your fingers on the ball, the pointer can be moved.
- » Scanner is an input device that works more like a photocopy machine. It is used when some information available on paper is to be transferred to the hard disk of the computer in the form of images.
- » Microphone is an input device to input sound that is then stored in digital form.
- » MICR is an input device that is generally used in banks as there are large a number of cheques to be processed every day.
- » Bar code reader is a device used for reading bar-coded data (data in the form of light and dark lines).
- » OMR is a special type of optical scanner used to recognise the type of mark made by a pen or pencil.

- » A digital camera is an input device that takes pictures like a regular camera, but stores the image as data on a memory card instead of printing it to film.
- » The device which helps us to see the output of the data from the computer system is known as output device.
- » Monitor, commonly called as Visual Display Unit (VDU), is the main output device of a computer.
- » There are two kinds of screen used for monitors: Cathode-Ray Tube (CRT) and Flat-Panel Display (LCDs & LEDs).
- » Cathode-Ray Tube (CRT) Monitor is made up of small picture elements called pixels.
- » Flat-Panel Display Monitors are relatively light and compact.
- » Printer is an output device that is used to print information on paper. There are two types of printers: Impact Printers and Non-Impact Printers
- » A printer in which a print head strikes an ink ribbon, which in return again strikes the paper to make a mark or image on the paper, is known as an Impact Printer.
- » A printer which has no contact between the print head and the paper is known as a Non-Impact Printer.
- » A printer in which the print head sprays very small droplets of ink on the paper to form the desired image is known as an Inkjet Printer.
- » A printer which produces an image with the help of a laser beam on the roller of the printer is known as a Laser Printer.
- » Speakers are used to listen to music or other sounds from the computer.
- » Headphones are special devices that are fitted with a microphone as well as speakers.

DEMONSTRATION

» Show various input and output devices available in the school, for example, scanner, printer, speakers, etc.

LAB ACTIVITIES

- » Using Paint, draw and label the following:
 - Any two input devices
 - Any two output devices

ASSESSMENT

The teacher can give an oral quiz on input and output devices to assess the knowledge of the students.

SUGGESTED CLASS ACTIVITIES

Re-write the scrambled words by looking at the pictures given below. Also write the numbers in the given circles.

