

# DIGITAL LITERACY

## Teacher's Guide: GRADE 7 - Lesson 4

### Input Devices

**Core Competency:**

Use the computer system to perform various tasks.

**Element:**

Describe the major components of the computer system and their functions.

**Performance criteria:**

- Make a list of common input devices.
- Describe the function of each input device.
- Demonstrate the use of input devices in real-life scenarios.

**Purpose of activity:**

To help students recognise and understand the purpose of different input devices and how they interact with the computer.

**Learning outcomes:**

By the end of this lesson, students should be able to:

- Identify common input devices
- Describe how input devices work

**Resources and materials:**

- Computer
- Keyboard
- Mouse
- Microphone
- Scanner
- Touch screen device
- Pictures of input devices

**Implementation guidelines:**

1. Begin with a discussion on how we communicate with computers.
2. Introduce the concept of input devices as tools to send data to the computer.
3. Show real or pictured input devices one by one (e.g., keyboard, mouse, scanner, microphone, webcam, touchscreen).

4. Explain each device's function and let students touch and use the device.
5. Ask students to match pictures of each device with their function.
6. Discuss which input device is used in common scenarios (e.g., typing a letter, drawing, gaming).
7. Present visual material on input devices.



Scan me!

<https://www.youtube.com/watch?v=wUHGN-B1tt0>

**Assessment:**

- Activity 1: Label the devices.
- Activity 2: Match the input device to its description.
- Activity 3: Join the dots.

**Extension of activity:**

- Research less common input devices (e.g., stylus, light pen, barcode reader, QR code reader, joystick)
- Create a poster on how people with disabilities use special input devices.