

NOTE: On ANY paper you work on for Computer App class always include a heading:

First and Last Name
Hour
Name of Assignment
Admin (or MacServer) ID

Assignment beginning Oct. 28

LESSON 3

8th Grade

Name _____ Hour _____

_____ 1 a. In your textbook, Computer Concepts in Action, read pgs 9 and 10. There are 12 items with green square bullets in front of them. Be able to identify where in the classroom these items are. We have at least one of everything in the 3 columns.

_____ 1 b.

- Read page 11 - THINK ABOUT what you would write for the yellow circles.
- Read pages 12, 13 and as you read DO the yellow circles 1 - 11.
- Read page 14

_____ 2. On page 15, open up Word and type the AUP as is.

•Read the items #2 - 7 on the left of pg 15; whenever it says to discuss with your teacher, discuss with a partner instead.

•Whenever it says write, instead TYPE the info on the AUP file you created IN A DIFFERENT FONT NAME than #'s 1 - 8 on the AUP. (On #5 in the book, if you aren't sure, check out what your school agenda book says.

•Type a 4-line heading on your paper. (see the top of this page on the left for the example). Call the assignment **AUP**.

•Save the assignment as **last name AUP #**

*Print it out and hand it in after your last upload. Delete any "old" AUP files you may have created.

_____ 3. Go to glencoe.com. (Try to remember the following steps, as you will be going to this webpage frequently this 9 weeks.)

On the upper left, choose Kansas; click on the Student/Parent radial dot.

Choose Computer Education in the Subject drop down box.

Click Enter. Under the Classroom Tools Tab on the right, click Online Learning Centers.

To the left, open the + Computer Concepts

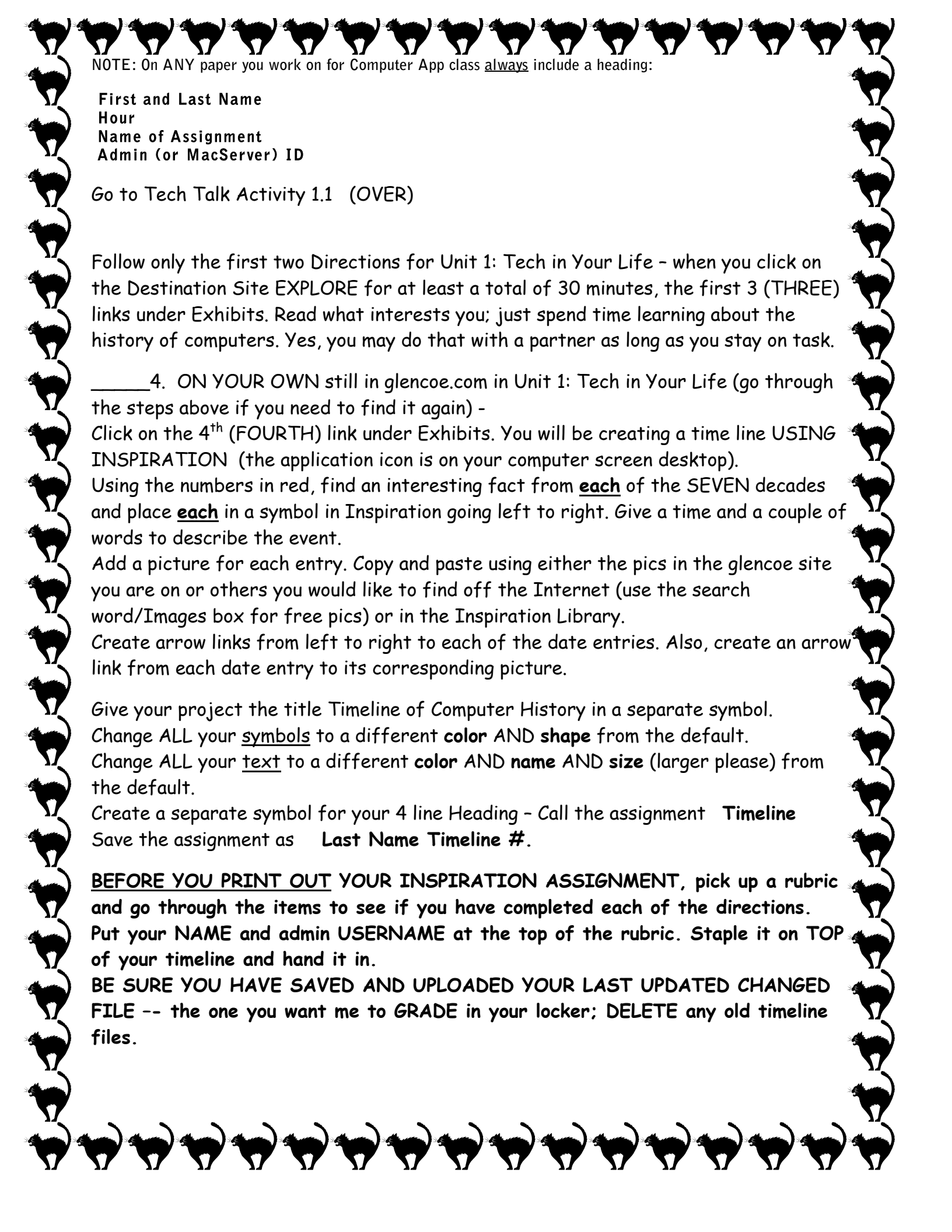
Choose Computer Concepts in Action ©2009 NEW!

Under the blue words Student Center, find the red words Unit Resources

Under Unit Resources, find Enrichment Activities. Click.

On the left, under the red Unit Resources - Choose a Unit drop down box;

choose Unit 1



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Go to Tech Talk Activity 1.1 (OVER)

Follow only the first two Directions for Unit 1: Tech in Your Life - when you click on the Destination Site EXPLORE for at least a total of 30 minutes, the first 3 (THREE) links under Exhibits. Read what interests you; just spend time learning about the history of computers. Yes, you may do that with a partner as long as you stay on task.

_____4. ON YOUR OWN still in glencoe.com in Unit 1: Tech in Your Life (go through the steps above if you need to find it again) -

Click on the 4th (FOURTH) link under Exhibits. You will be creating a time line USING INSPIRATION (the application icon is on your computer screen desktop).

Using the numbers in red, find an interesting fact from each of the SEVEN decades and place each in a symbol in Inspiration going left to right. Give a time and a couple of words to describe the event.

Add a picture for each entry. Copy and paste using either the pics in the glencoe site you are on or others you would like to find off the Internet (use the search word/Images box for free pics) or in the Inspiration Library.

Create arrow links from left to right to each of the date entries. Also, create an arrow link from each date entry to its corresponding picture.

Give your project the title Timeline of Computer History in a separate symbol.

Change ALL your symbols to a different **color** AND **shape** from the default.

Change ALL your text to a different **color** AND **name** AND **size** (larger please) from the default.

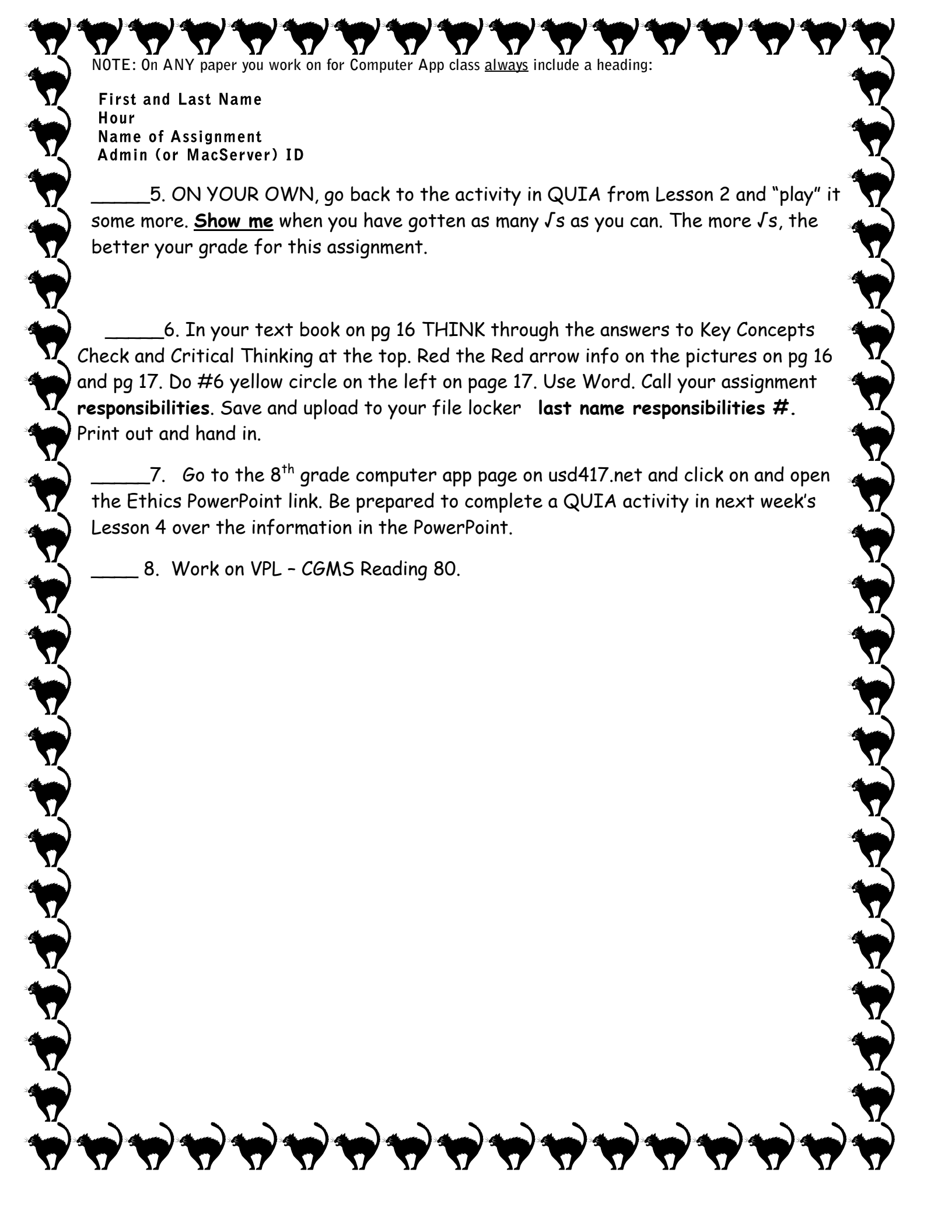
Create a separate symbol for your 4 line Heading - Call the assignment **Timeline**

Save the assignment as **Last Name Timeline #**.

BEFORE YOU PRINT OUT YOUR INSPIRATION ASSIGNMENT, pick up a rubric and go through the items to see if you have completed each of the directions.

Put your **NAME** and admin **USERNAME** at the top of the rubric. Staple it on **TOP** of your timeline and hand it in.

BE SURE YOU HAVE SAVED AND UPLOADED YOUR LAST UPDATED CHANGED FILE -- the one you want me to GRADE in your locker; DELETE any old timeline files.



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_____ 5. ON YOUR OWN, go back to the activity in QUIA from Lesson 2 and "play" it some more. **Show me** when you have gotten as many $\sqrt{\quad}$ s as you can. The more $\sqrt{\quad}$ s, the better your grade for this assignment.

_____ 6. In your text book on pg 16 THINK through the answers to Key Concepts Check and Critical Thinking at the top. Red the Red arrow info on the pictures on pg 16 and pg 17. Do #6 yellow circle on the left on page 17. Use Word. Call your assignment **responsibilities**. Save and upload to your file locker **last name responsibilities #**. Print out and hand in.

_____ 7. Go to the 8th grade computer app page on usd417.net and click on and open the Ethics PowerPoint link. Be prepared to complete a QUIA activity in next week's Lesson 4 over the information in the PowerPoint.

_____ 8. Work on VPL - CGMS Reading 80.