

## SECTION 2 Input and Output Devices

**Recommended Prior Knowledge** Students will require basic experience of using a desktop computer. This includes the use of a mouse, keyboard, monitor and printer. They should know how to save files of information. They should have studied all the points in Section 1.

**Context** This section should be the second studied by the students.

**Outline** This section describes the input and output devices which would be met by a student in studying a variety of IT systems and applications.

section	Learning Outcomes	Suggested Teaching Activities	Online Resources	Other resources
2a	Identify the following input devices: keyboards, <ul style="list-style-type: none"> <li>• numeric keypads,</li> <li>• pointing devices (including mouse, touch pad and tracker ball),</li> <li>• remote controls,</li> <li>• joysticks,</li> <li>• magnetic stripe readers,</li> <li>• scanners,</li> <li>• digital cameras,</li> <li>• microphones,</li> <li>• sensors,</li> <li>• graphics tablet,</li> <li>• MICR,</li> <li>• OMR,</li> <li>• OCR,</li> <li>• barcode readers,</li> <li>• video cameras,</li> <li>• web cams,</li> <li>• light pens.</li> </ul>	Have as many of the devices available as possible to demonstrate these.	<a href="http://www.jegsworks.com/Lessons/lesson3/lesson3-1.htm">http://www.jegsworks.com/Lessons/lesson3/lesson3-1.htm</a>  <a href="http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev2.shtml">http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev2.shtml</a>	(Sargent, & Walmsley, 2003, Chpts 2 & 14)  (Leadbetter, & Wainwright, 2004, 13.3)
2b	Identify suitable uses of the above input devices:	Try to demonstrate the use of each of the devices. In particular show examples of documents which make use of MICR, OCR, OMR etc.	<a href="http://www.jegsworks.com/Lessons/lesson3/lesson3-1.htm">http://www.jegsworks.com/Lessons/lesson3/lesson3-1.htm</a>  <a href="http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev2.shtml">http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev2.shtml</a>	(Sargent, & Walmsley, 2003, Chpts 2 & 14)  (Leadbetter, & Wainwright, 2004, 13.3)  CIE Information Technology 0418 Syllabus Document

section	Learning Outcomes	Suggested Teaching Activities	Online Resources	Other resources
2c	Identify the following output devices: <ul style="list-style-type: none"> <li>• monitors (CRT, TFT),</li> <li>• printers (laser, ink jet and dot matrix), plotters,</li> <li>• speakers,</li> <li>• control devices – motors,</li> <li>• buzzers,</li> <li>• lights,</li> <li>• heaters</li> <li>•</li> </ul>	Have as many of the devices available as possible to demonstrate these.	<a href="http://www.jegsworks.com/Lessons/lesson5/lesson5-3.htm">http://www.jegsworks.com/Lessons/lesson5/lesson5-3.htm</a>  <a href="http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev3.shtml">http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev3.shtml</a>	(Leadbetter, & Wainwright, 2004, 13.4)  (Sargent, & Walmsley, 2003, Chapter 2)
2d	Identify suitable uses of the above output devices:	Try to demonstrate the use of each of the devices.	<a href="http://www.jegsworks.com/Lessons/lesson5/lesson5-3.htm">http://www.jegsworks.com/Lessons/lesson5/lesson5-3.htm</a>  <a href="http://www.jegsworks.com/Lessons/lesson5/lesson5-5.htm">http://www.jegsworks.com/Lessons/lesson5/lesson5-5.htm</a>  <a href="http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev3.shtml">http://www.bbc.co.uk/schools/gcsebitesize/ict/hardware/0inputandoutputdevicesrev3.shtml</a>	(Leadbetter, & Wainwright, 2004, 13.4)  (Sargent, & Walmsley, 2003, Chapter 2)  CIE Information Technology 0418 Syllabus Document