

Workshop-Computer Crazy

Name: _____ Grade: _____

Date: _____

I. listen and write

1.  _____
2.  _____
3.  _____
4.  _____
5.  _____
6.  _____
7.  _____
8.  _____
9.  _____
10.  _____

II. Choose the correct answer.

1. _____ takes input from the user and produces output.

- a. Pencil b. Computer c. Camara

2. It is a simple device that solves mathematical problems. For example, addition and subtraction

- a. Abacus b. Robots c. Camaras

3. The history of the computer started with a man named.

- a. Thomas Alva Edison b. Charles Darwin c. Charles Babbage

4. What makes computer get smaller?

a. The Internet

b. WIFI

c. Microchips

5. People will use them in tourism, making movies, medicines, and architecture in the future.

a. smartphones

b. Virtual reality headsets

c. Computer

6. It is similar to virtual reality. It creates a digital world on top of the real world.

a. Computer

b. Smartphones

c. Augment Reality

7. What is called perceptual computing?

a. When you use a keyboard or hands to pause an activity on the computer

b. When you control a computer with your sense.

III. Complete the sentences. Choose words from the word bank below

Abacus addiction mercury enormous microchip

Eyes and senses

1. In the past, an _____ helped people do calculations.

2. Douglas Engelbart invented the _____

3. When someone become obsessed with his or her computer, it is called an _____

4. _____ can cause cancer

5. Computer in the past were _____

6. The _____ replace the large parts in old computers.

7. Perceptual computing is when you control a computer with your _____ and _____