Lesson: 3

Technology in our lives

Technology is the application of tools and methods of applying technical knowledge.

Technology has always impacted human life, but today's children live in a world in which technology is changing very quickly and affecting so many areas of their lives e.g.

Education: computers, internet, TV, radio, video, CD and DVD players, etc
Communication: cell phones, telephones, computers, text messages, iPods, etc.
Entertainment: TV, radio, video, CD and DVD players, etc.
Family Living: appliances, equipment, automobiles, etc.

While no technology is good or bad in and of itself, every new technology poses moral choices. How technology is used can have a positive or negative effect on one's development.

Children need to make healthy decisions about whether to use these technologies in ways that will help them grow and develop into healthy, productive citizens

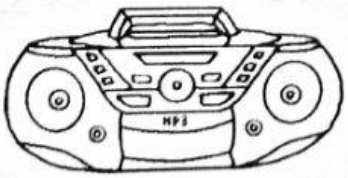
Guidelines for Safe Use of Technology:

- Balance the time spent in using technology with wholesome activities, e.g. reading, gardening, sports, etc.
- Exercise common sense to evaluate products advertised on the internet
- Avoid talking to people who they don't know in chat rooms or on the internet
- Use the internet for constructive purposes instead of surfing the net
- Exercise precaution when viewing various technology devices, e.g. imitating what athletes and superstars in magazines and on TV do. These actions can result in unhealthy behaviours and can harm the body.
-Internet usage can expose you to identity theft, abductions, rape or death.

Compare technology used today in the past.



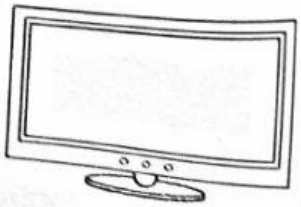
Gramophone



MP3



television



LIVEWORKSHEETS

Date: _____

1. Compile a list of new technologies that you have experienced in your lifetime.

_____ _____

_____ _____

_____ _____

2. Define the term technology.

_____

_____

3. Write the correct name for each device

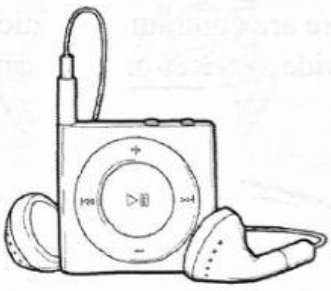
iphone	ipad-mp3	camera	flip phone	laptop	camera



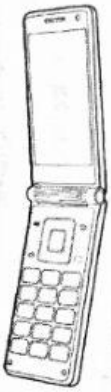
_____



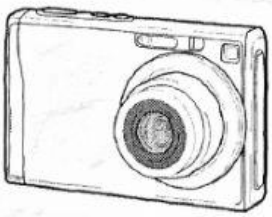
_____



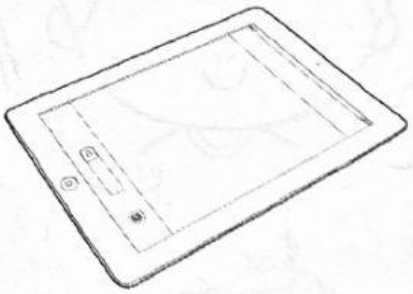
_____



_____



_____



_____

LIVEWORKSHEETS