Lesson 1.1: History of Computers

CodeHS

https://codehs.com/course/7415/lesson/1.1

Description	When was the first computer made? What did it look like, and what was it used for?
	In this lesson, students will learn about the creation and evolution of computing machines that now permeate our day-to-day life.
Objective	Students will be able to:
	• Discuss the question "What is a Computer?" with their peers
	• Identify important historical events in the development of modern computers
	• Describe the role computers play in their lives
Activities	1.1.1 Video: History of Computers
	1.1.2 Quiz: Video Quiz
	1.1.3 Connection: Timeline of Computer History
	1.1.4 Free Response: Respond: Summarize an Era
	1.1.5 Free Response: Reflection: Computers' Role in Your Life
	1.1.6 Connection: Who Really Invented the Modern Computer?
	1.1.7 Free Response: Class Activity: Famous Computer Innovators
	1.1.8 Connection: Computer Commercial from 1956
Prior Knowledge	No prior knowledge needed.
Planning Notes	• Review the slides and the exercises in the lesson.
	• Collect images of old computers including the ENIAC.
	• This is an excellent lesson to emphasize women in computing and how some of the first computer programmers were women!
	• There is a handout that accompanies this lesson. It can be used as an in-class activity or a homework assignment. Determine how and if this handout will be used and make the appropriate number of printouts prior to the class period.
Standards Addressed	
Teaching and Learning Strategies	**Lesson Opener:**
	• Have students brainstorm and write down answers to the discussion questions listed below. Students can work individually or in groups/pairs. Have them share their responses. [5 mins]
	Activities:
	• Watch the lesson video and take the corresponding quiz. This quiz is a quick check for understanding. [10-15 mins]
	• Explore the *Timeline of Computer History* connection. [15 mins]
	○ This timeline is lengthy. Consider breaking students into different groups and assigning them an era to read. Then, have them present a one minute recap about what they learned.
	• Complete the *Summarize an Era* free responses activity. [10 mins]
	• Complete the *Computer's Role in Your Life* reflection. [10 mins]
	• Watch the *Who Really Invented the Modern Computer* connection video. [6 mins]
	• Complete the *Famous Computer Innovators* class activity. [15 mins]
	• Watch the *Computer Commerical from 1956* connection video. [3 mins]
	• Complete the *Computer History Timeline* handout. [15 mins]
	○ This can be used as a group assignment or a take home project.
	Lesson Closer:

	• Have students reflect and discuss their responses to the end of class discussion questions. [5 mins]

Discussion Questions	**Beginning of class:**
	
	• What is the oldest computer or piece of technology in your house?
	  ◦ *Sample Response: My graphing calculator is pretty old.*
	• How has it been improved since it was first created?
	  ◦ *Graphing calculators can now display color and run programs.*
	• Display an image of the ENIAC without telling students what it is. What is this a picture of?
	  ◦ *Answers will vary.*
	
	End of class:
	
	• How have computing abilities changed since the first computing machines?
	  ◦ *Computers take up less space and run faster. They are able to "read code" instead of using punch cards to program a computer.*
	• Think of a task that you recently used a computer for. If you didn't have a computer to help you complete this task, how would you have done it differently?
	  ◦ *Sample Response: If I didn't have a Word Processor, I would have to write essays and schoolwork by hand.*
	• What was something interesting that you learned about the history of computers?
	  ◦ *Answers will vary.*

Resources/Handouts	[Computer History Timeline (teacher version)](#) [Computer History Timeline (student version)](#)

Vocabulary

Term	Definition
[Computer](#)	A person or device that makes calculations, stores data, and executes instructions according to a program.

Modification: Advanced	Modification: Special Education	Modification: English Language Learners
	• Print out video slides for students to reference	• Print out video slides for students to reference