

Visit the "Scouting with Mr. R." web site at www.relia.net/~thedane/scouting.html

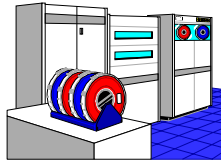


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COMPUTER DEVELOPMENT(1)

Give a short history of computers:



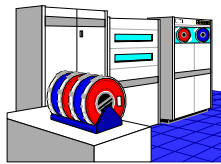
Handwriting practice lines for the first section.



Handwriting practice lines for the second section.

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COMPUTERS

M M U A E Z M O P E J S P K C
 T O O P I G E O W G E C E P P
 U G T N C D A R U G E Y L N R
 P X S H I Y K U A S B D E H O
 T I P V E T R R G O E T E M G
 U G R O B R O O A N W W M S R
 O Q E V M T B R M O A H A C A
 J J A O S X D O R E E L I I M
 L N D P I H C K A V M S L H I
 N E S P R I N T E R F Q Q P W
 M S H V Z Y E S B F D F C A O
 R B E C Z I S R B E E V K R Z
 X W E R F E R A W T F O S G G
 P O T P A L R U L I N P U T V
 J S B G S L X U F S A B S J V

- | | | |
|----------|-------------|-------------|
| CHIP | LAPTOP | OUTPUT |
| CPU | MEMORY | PRINTER |
| EMAIL | MODEM | PROGRAM |
| GRAPHICS | MONITOR | SOFTWARE |
| INPUT | MOTHERBOARD | SPREADSHEET |
| KEYBOARD | MOUSE | STORAGE |
| LANGUAGE | NETWORK | VIDEO |

COMPUTERS

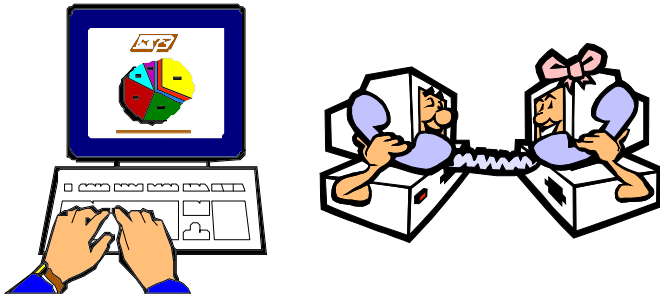
M M U A E Z M O P E J S P K C
 T O O P I G E O W G E C E P P
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FAMILY USAGE (9)

Describe several ways in which you and your family could use a personal computer other than for games and recreation.

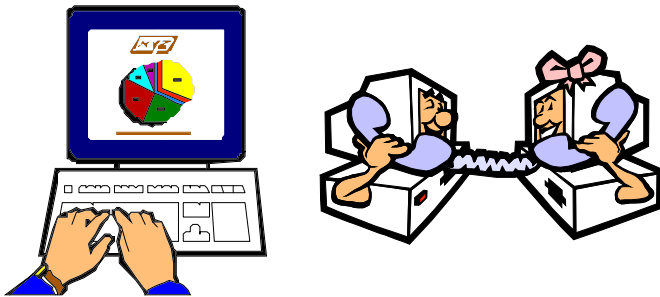
Handwriting lines for student response.



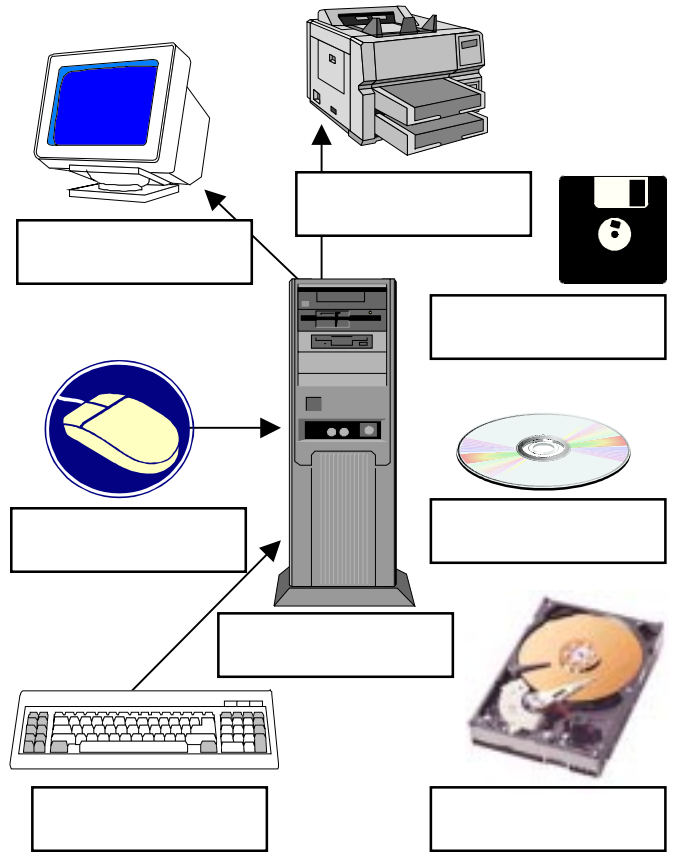
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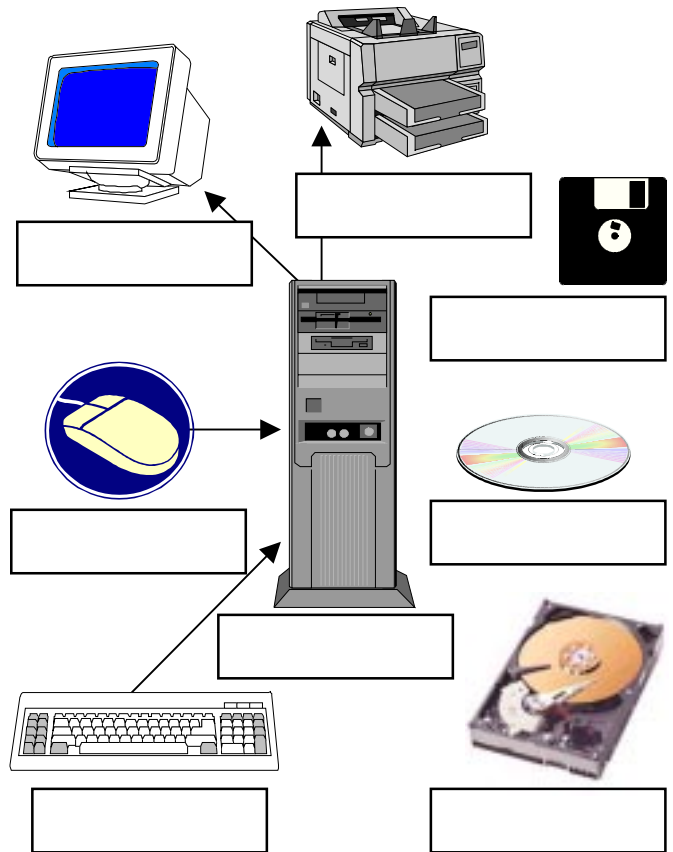
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Describe the major parts of a computer system.



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Give four different uses of computers:

PROGRAMMING (2)

a. What is a program? _____

How is it developed? _____

b. Give three examples of programming languages and what types of programming they are used for.

LANGUAGE	USED FOR

See <http://www.levenez.com/lang/>

c. Describe the following:

a source program _____

an object program _____

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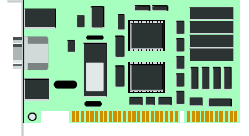
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CAREERS (7)

Discuss various jobs in the computer field:



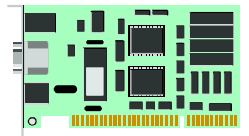
COPYING (8)

Is it permissible to accept a free copy of a computer game or program from a friend? Why or why not?



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REQUIREMENT (8)

Is it permissible to accept a free copy of a computer game or program from a friend? Why or why not?



TERMINOLOGY (6)

Discuss the following terminology:

a. Input/output devices _____

b. Storage Media _____

c. Memory _____

d. Processors and co-processors _____



e. Modems _____

f. Networks _____

g. Electronic Mail **You've got mail!**

h. Robotics _____

MEMORY (3)

Show how the following may be stored in computer memory:

text

numbers

pictures

sound

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APPLICATIONS (4)

Do **THREE** of the following:

- a. Use a database manager to create a troop roster, providing name, rank, patrol, and telephone number of each Scout. Sort the register by rank, by patrol, and alphabetically by name.
- b. Use a spreadsheet program to develop a weekend campout food budget for your patrol.
- c. Use a word processor to write a letter to parents of your troop's Scouts, inviting them to a court of honor. Use the mail merge feature to make a personalized copy of the letter for each family.
- d. Use a computer graphics program to design and draw a campsite plan for your troop.

DATE	SCOUT	PATROL	PACKING	OUTFIT	PROFITS
5/1/2000	11	87	1040	9000	10600.00
5/1/2000	17	85	9500	10000	11150.00
7/1/2000	20	82	11200	10200	11700.00
8/1/2000	20	80	9000	10400	11400.00
9/1/2000	21	79	9400	10520	11812.00
10/1/2000	22	78	10000	10640	11702.00
11/1/2000	23	77	10700	10760	11882.00
12/1/2000	24	76	11200	10880	11992.00
13/1/2000	25	75	9000	11000	12090.00
14/1/2000	27	73	8400	11140	12200.00
15/1/2000	28	71	8520	11280	12570.00
16/1/2000	32	62	10700	9300	10070.00
17/1/2000	34	66	10000	9440	10032.00
18/1/2000	36	64	10700	9700	10802.00
19/1/2000	39	61	11000	10240	11120.00
20/1/2000	40	60	9800	10400	11400.00
21/1/2000	41	59	9400	10500	11650.00
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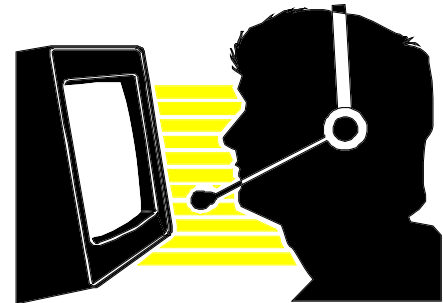
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VISITS or USAGE (5)

Do **TWO** of the following:

- a. Visit a business or industry that uses computers. Study what the computer accomplishes and be prepared to discuss what you observed.
- b. Use a computer attached to a local area network or equipped with a modem to connect to a computer network or bulletin-board service such as Prodigy, CompuServe, America Online. Send a message to someone on the network or download a program or file from the network
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