**What Defines a Computer?**

Instructional Days: 1-2 days

Topic Description: Students will decide what defines a computer by doing a series of activities that ask the students to think about what types of objects are computers and what types of objects are not computers.

# Objectives:

The student will:

# Briefly learn about the first computer ENIAC

# Try to decide what types of objects are computers and what are not computers

# Define what is means to be a computer

# Outline of the Lesson and Teaching Strategies:

# Introduce the “what is a computer” debate

* Talk about the first computer, the ENIAC computer
* Watch the Intro video: “What is a Computer?”

# Complete the “Is This a Computer?” activity

* Introduce that activity and ask the class to think of some examples of computers found in the classroom
* Have students complete the activity in small groups
* Discuss the activity as a class by answering the “Activity Debrief” questions

# Complete the “Debating Computers” activity

# Explain how the activity works and make sure all the students understand how to complete the activity

* After completing the activity, talk about the discussion questions in small groups or as a class

# Complete the “What Defines a Computer” activity

* Have students complete this activity on their own or in small groups
* Have students share their definitions with other students in the class. You may even want to have volunteers share their definitions with the whole class
* Talk about the discussion questions

# Wrap up the day

* Watch the “Simulating the Brain with a Computer” video
* Have students pair up and talk about the questions in the “Video Discussion” section

Resources:

* All the resources including the worksheets are available on the What is a Computer Overview page of the muddX website (http://muddx.com/unit/HMC.MyCS.Middle-years\_Computer\_Science/branch/draft/block/vertical7d0)