

Lesson Plan

Technology Terms

Book: *Great Careers in Technology*

Series: Great Careers

Level: Navigator

Objective

To help students build vocabulary for describing technology and jobs related to technology.

Supplies

- *Great Careers in Technology* book
- Working with Technology worksheet (attached)
- Pencils

Before the Activity

Read through *Great Careers in Technology*, or assign it to students to read on their own. Divide students into groups of three or four. Print one copy of the Working with Technology worksheet for each group.

Activity

The field of technology includes many different jobs. Many of these positions require understanding common vocabulary about the internet and computers. To practice building their familiarity with these terms, have students work in groups to fill in the blanks on the Working with Technology worksheet. Some of the missing words are part of the book's glossary on page 31. For others, students will have to flip through the main text.

Evaluation

Collect the worksheets at the end of class. Use the attached answer key to give each group 1 point for each correct answer, for up to 15 points total.

Standards

This lesson may be used to address the Common Core State Standards' reading standards for informational text, grade 5 (RI 5.4), and language standards, grade 5 (L 5.4).

Working with Technology

1. _____ is a series of step-by-step instructions that tells a computer what to do.
2. _____ are systems of computers and devices that are connected to one another.
3. _____ are systems that use computers to store and organize large amounts of information.
4. _____ networks make large amounts of computer data available through the internet.
5. _____ happen when people illegally access a device, often to cause problems or steal information.
6. The mechanical and electronic parts that make up a device are called _____.
7. The programs that run on a computer and perform certain functions are called _____.
8. To _____ a program means to put code onto the device that will run the program.
9. _____ is a kind of code made up of 1s and 0s. It is the only language computers can understand.
10. _____ are people who create, add, or change the instructions in a computer program.
11. _____ are people who design software, such as programs for desktop computers.
12. _____ developers focus on the parts of websites that users see, aiming to make them easy to use.
13. _____ developers make sure websites run smoothly, focusing on the parts that users don't see.
14. _____ are people who manage systems or processes at work.
15. _____ are software tools that help handle the details of a video game.

Working with Technology **ANSWER KEY**

1. Code is a series of step-by-step instructions that tells a computer what to do.
2. Networks are systems of computers and devices that are connected to one another.
3. Databases are systems that use computers to store and organize large amounts of information.
4. Cloud networks make large amounts of computer data available through the internet.
5. Hacks happen when people illegally access a device, often to cause problems or steal information.
6. The mechanical and electronic parts that make up a device are called hardware.
7. The programs that run on a computer and perform certain functions are called software.
8. To install a program means to put code onto the device that will run the program.
9. Machine language is a kind of code made up of 1s and 0s. It is the only language computers can understand.
10. Programmers are people who create, add, or change the instructions in a computer program.
11. Developers are people who design software, such as programs for desktop computers.
12. Front-end developers focus on the parts of websites that users see, aiming to make them easy to use.
13. Back-end developers make sure websites run smoothly, focusing on the parts that users don't see.
14. Administrators are people who manage systems or processes at work.
15. Game engines are software tools that help handle the details of a video game.