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ACTIVIDADESDE PROCESO, MES DE MARZO

2º Etapa del Plan de Contingencia

ASIGNATURA : INGLES TECNICO
GRADO / CURSO : Tercero
SECCIÓN : Técnico
PROFESOR : Lic. Fátima Cecilia Ortiz Horvath

UNIDAD TEMÁTICA:
Computer Hardware Components

CAPACIDADES:
Identifica los componentes periféricos
Expresa obligaciones

INDICADORES
Reconoce los componentes periféricos
Emplea apropiadamente los verbos modales de obligación

ACTIVIDAD Nº 2:

1. Leer el texto de la unidad 2 y realizar los ejercicios referentes a el.
2. Leer atentamente la explicación de la gramática relacionada al verbo modal must, que expresa obligación
3. Realizar los ejercicios propuestos

MODALIDAD: Individual (a distancia)
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Otros (especificar):

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UNIT 2 Computer Hardware Components

CRITERIAS TO BE EVALUATED.

1. Recognize hardware components
2. Express obligation

Computer hardware is the collection of physical parts of a computer system. This includes the computer case, monitor, keyboard, and mouse. It also includes all the parts inside the computer case, such as the hard disk drive, motherboard, video card, and many others. Computer hardware is what you can physically touch.

A computer system consists of two major elements: hardware and software. Computer hardware is the collection of all the parts you can physically touch. Computer software, on the other hand, is not something you can touch. Software is a set of instructions for a computer to perform specific operations. You need both hardware and software for a computer system to work.

Hardware Components

Let's start with the computer case. This is the metal enclosure that contains many of the other hardware components. It comes in various shapes and sizes, but a typical tower model is between 15-25 inches high. Want to know what's inside? Okay, go get a screwdriver and let's open it up. Seriously, if you are really into computers, the best way to learn is to actually get hands-on. To save us some time, however, have a look at this desktop computer case. A computer enthusiast replaced the metal side panel with a transparent one, so we can have a look inside.

Computer case with transparent side panel

The computer case contains a power supply unit to convert general-purpose electricity to direct current for the other components. The most critical component is the motherboard, a plastic board on which several essential components are mounted. This includes the central processing unit, or CPU, the main memory, and expansions slots for other hardware components. The internal hard disk drive serves as the mass storage device for data files and software applications. An optical disk drive makes it possible to read from and write to CDs and DVDs. Other hardware components typically found inside the computer case (but not shown in the figure) are a sound card, a video card, and a cooling mechanism, such as a fan.

A computer system also needs input devices, such as a keyboard and a mouse. To interact with a user, a computer system also needs a display device, such as a monitor

Different systems

There are a number of different types of computer system in use today.

Personal computer

Inside a custom-built computer: power supply at the bottom has its own cooling fan. The personal computer is one of the most common types of computer due to its versatility and relatively low price. Laptops are generally very similar, although may use lower-power or reduced size components.

Power supply

A power supply unit (PSU) converts alternating current (AC) electric power to low-voltage DC power for the internal components of the computer. Laptops are capable of running from a built-in battery, normally for a period of hours

Motherboard

The motherboard is the main component inside the case. It is a large rectangular board with integrated circuitry that connects the other parts of the computer including the CPU, the RAM, the disk drives (CD, DVD, hard disk, or any others) as well as any peripherals connected via the ports or the expansion slots.

Components directly attached to the motherboard include:

The **CPU** (Central Processing Unit) is another name for the 'brain' of the computer and normally includes the microprocessor and RAM. This is what does all the calculations. Today however coprocessors are mostly used for 3D graphics (GPUs), sound generation, and physics applications. It performs most of the calculations which enable a computer to function, and is sometimes referred to as the "brain" of the computer. It is usually cooled by a heat sink and fan. Most new CPUs include an on-die Graphics Processing Unit (GPU).
The **Chipset**, which includes the north bridge, mediates communication between the CPU and the other components of the system, including main memory.

The **Random-Access Memory** (RAM) stores the code and data that are being actively accessed by the CPU. RAM is the memory which allows your computer to hold the operating system and all running programs while your computer is in use. On the contrary, ROM is a kind of permanent memory which is still intact even when the computer is off. The BIOS is a good example of an application using ROM. The BIOS controls very low-level access to the hardware.

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The **Read-Only Memory** (ROM) stores the BIOS that runs when the computer is powered on or otherwise begins execution, a process known as Bootstrapping, or "booting" or "booting up". The **BIOS** (Basic Input Output System) includes boot firmware and power management firmware. Newer motherboards use Unified Extensible Firmware Interface (UEFI) instead of BIOS.

Buses connect the CPU to various internal components and to expansion cards for graphics and sound.

Expansion cards

The expansion card in computing is a printed circuit board that can be inserted into an expansion slot of a computer motherboard or backplane to add functionality to a computer system via the expansion bus.

Storage devices

Computer data storage, often called storage or memory, refers to computer components and recording media that retain digital data. Data storage is a core function and fundamental component of computers.

Fixed media

Data is stored by a computer using a variety of media. Hard disk drives are found in virtually all older computers, due to their high capacity and low cost, but solid-state drives are faster and more power efficient, although currently more expensive than hard drives, so are often found in more expensive computers. Some systems may use a disk array controller for greater performance or reliability.

Removable media

To transfer data between computers, a USB flash drive or Optical disc may be used. Their usefulness depends on being readable by other systems; the majority of machines have an optical disk drive, and virtually all have a USB port.

Input and output peripherals

Input and output devices are typically housed externally to the main computer chassis. The following are either standard or very common to many computer systems.

Input device

Input devices allow the user to enter information into the system, or control its operation. Most personal computers have a mouse and keyboard, but laptop systems typically use a touchpad instead of a mouse. Other input devices include webcams, microphones, joysticks, and image scanners.

Output device

Output devices display information in a human readable form. Such devices could include printers, speakers, monitors or a Braille embosser.

Exercise I Write the components you find in this picture

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Exercise II. Answer these questions with your own words

1. What components are in your computer right now? Make a list of them. Look them up on the Internet. Are they high quality or low quality?

a.) _____
b.) _____
c.) _____

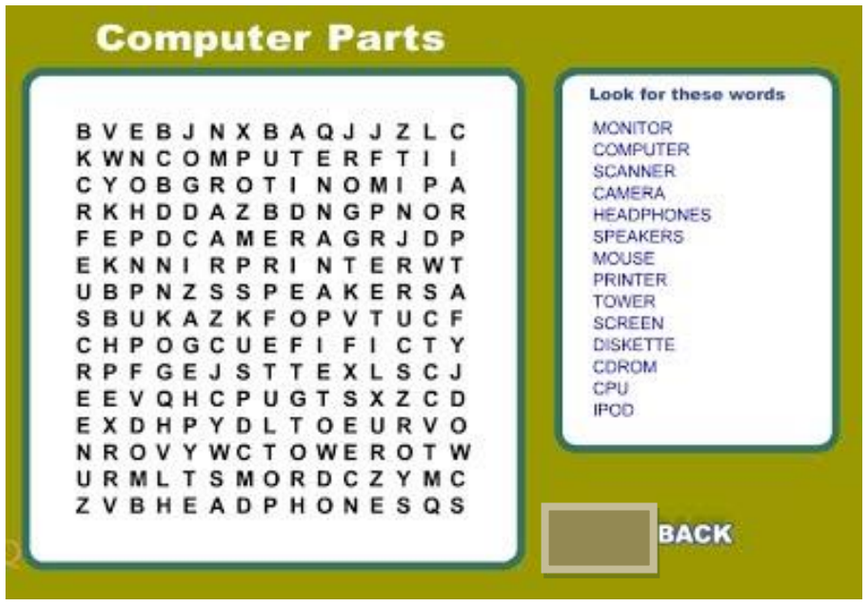
2. If you could upgrade any single component on your system with a new one, which ones would you replace and why?

_____
_____

Exercise III. Match the pictures with their names

a.) 	(_____) IBM clone
b.) 	(_____)mainframes
c.) 	(_____)motherboard

Exercise IV Find words in the puzzle



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Grammar # 2 Must / mustn't; have to / don't have to

MUST

Usage

- Express personal obligation
- Express what the speaker thinks is necessary
- Express subjective obligation

Examples

- *You must work hard.*
- *All passengers must wear seat belts.*

HAVE TO

Usage

- Express impersonal obligation
- The subject is obliged or forced to act by a separate, external power (for example, the Law or school rules)
- Express objective obligation

Examples

- *I have to leave early today.*
- *You will have to pay for the excess.*

MUSTN'T

Usage

- It is prohibited; it is not allowed. It is important that you do NOT do something. The prohibition can be subjective (the speaker's opinion) or objective.

Examples

- *Children mustn't talk to strangers.*
- *Cars mustn't park in front of the entrance.*

DON'T HAVE TO

Usage

- There is no obligation; you are not required to do something, especially if you don't want to.

Examples

- *You don't have to make excuses for her.*
- *You don't have to whisper, no one can hear us.*

Exercise V. Complete these sentences with *have to* in Present, Past or Future

1. Jenny _____ practice a lot to be a good piano player.
2. I _____ use your car anymore, I bought one last month.
3. He _____ do all the work himself, his collegues didn't help him.
4. My mother _____ take the bus to go to the office, it is near her house.
5. Andrew _____ go to the doctor's, he was feeling very bad.
6. He_____ wake up early yesterday to be at work at eight o'clock.

Exercise VI. Choose the correct modal verb

1. Where is your sister? **Can / should** you see her?
2. You **don't have to / mustn't** smoke in a hospital.
3. I can't do this exercise. **Could / must** you help me?
4. You are not fit, you **should / can** do more exercise.
5. You haven't got a sweater, you **can / must** be cold.
6. My friend **could / can** write when he was three.
7. The museum is free, we **don't have to / mustn't** pay.

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Exercise VII Write these school rules using MUST or MUSN'T

School Rules

1. Don't arrive late → You mustn't arrive late.
2. Help your classmates. → You must help ...
3. Don't copy other students' work.
4. Don't eat in class.
5. Study hard
6. Put your hand up to ask a question.
7. Be Polite.
8. Don't write on the walls or desks.
9. Don't talk in class.
10. Don't throw litter on the floor.

1. _____ 6._____
2. _____ 7___._____
3. _____ 8._____
4. _____ 9. _____
5. _____ 10._____

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