

## Fluency in Computer Technology

### LAP 11 – Computers and Society: Home, Work, and Ethical Issues



Name \_\_\_\_\_

Period \_\_\_\_\_

Date Started \_\_\_\_\_

Date Completed \_\_\_\_\_

**DoDEA Standards**

- ◆ PT1g Identify capabilities and limitations of contemporary and emerging technology resources and access the potential of these systems and services to address personal, life-long learning, and workplace needs.
- ◆ PT5k Analyze advantages and disadvantages of widespread use of and reliance on technology in the workplace and in society as a whole.

**Objectives**

- ◆ Explain how computers are used at home.
- ◆ Describe how computers change the way society interacts with disciplines such as education, entertainment, finance, government, health care, science, publishing, and travel.
- ◆ Identify ways virtual reality, intelligent agents, and robots are used in daily life.
- ◆ Understand ethical issues surrounding computer use.

**Resource** Discovering Computers 2002 Chapter 11: Computers & Society: Home, Work, & Ethical Issues

**Time Frame** 5 hours (suggested)

**Introduction**

This chapter discusses ways in which the computer has changed society. It discusses ways computers are used at home and in many career fields (education, entertainment, finance, government, health care, science, publishing, and travel). Ethical computer use is also discussed.

**Assignments**

**Where appropriate and possible, written answers must be in complete sentences and keyed. Turn in completed activities as directed by instructor.**

- \_\_\_\_\_ Read *Discovering Computers* (textbook) pages 11.1 – 11.39.
- \_\_\_\_\_ Complete “Issue: Do Computers Promote Violence?” on page 11.12. Answer all three questions.
- \_\_\_\_\_ Complete “Issue: Digital Dilemma” on page 11.36. Respond to all the questions.
- \_\_\_\_\_ E-Revolution, page 11.39 “E-Science Applied”. Complete either number 1 or number 2.
- \_\_\_\_\_ Learn It Online, page 11.43. Complete numbers: 1 “Web Guide”, 2 “Scavenger Hunt”, 3 “Who Wants To Be A Computer Genius?”, 5 “Career Corner” and 6 “Search Sleuth”.
- \_\_\_\_\_ Checkpoint, pages 11.44 – 11.45. Complete: “Label The Figure”, “Matching”, “Multiple Choice”, and “Short Answer”.
- \_\_\_\_\_ In The Lab, page 11.46. Complete numbers: 1 :Playing Audio Compact Disks”, 2 “Understanding Multimedia Properties”, 3 “Dragging And Dropping Windows Objects” and 4 “Sound Systems”.
- \_\_\_\_\_ Web Work, page 11.47. Complete numbers: 2 “Understanding Multimedia” (print out and answer the questions), 3 “Digital Cameras”, 4 “Animation And Graphics” and 5 “In The News” (answer all the questions).

\_\_\_\_\_ Complete the Self Assessment below.

\_\_\_\_\_ Take Chapter 11 Test.

**Self Assessment - "I/I can . . . "**

- \_\_\_\_\_ explain how computers are used at home.
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- \_\_\_\_\_ understand ethical issues surrounding computer use.