



GEORGIA

PEACH STATE PATHWAYS

Career, Technical, & Agricultural Education

BUSINESS & COMPUTER SCIENCE

PATHWAY: Computing

COURSE: Computing in the Modern World

UNIT: 3.2 Computer Images and Sound



INTRODUCTION

Annotation:

In this unit, students will explore computer pictures, sounds and audio. Students will examine how computers represent these types of media and will become familiar with different picture, sound and video formats. Teachers will use lecture, independent assignments, hands-on lab assignments, or possibly group work. Students will use an Internet website to learn about pictures, sounds and video and will complete worksheets to check for understanding.

Grade(s):

X	9 th
X	10 th
X	11 th
X	12 th

Time: 2 hours

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Additional Author(s):

Students with Disabilities:

For students with disabilities, the instructor should refer to the student's IEP to be sure that the accommodations specified are being provided. Instructors should also familiarize themselves with the provisions of Behavior Intervention Plans that may be part of a student's IEP. Frequent consultation with a student's special education instructor will be beneficial in providing appropriate differentiation.



FOCUS STANDARDS

GPS Focus Standards:

BCS-CMW-7 Students will demonstrate an understanding of how pictures, sounds and video are represented in a computer.

- a. Describe how a picture is digitized and represented in a computer.
- b. Describe how a sound/song is digitized and represented in a computer.
- c. Describe how video is represented in a computer.
- d. Compare and contrast image formats, sound/song formats, and video formats.

GPS Academic Standards:

ELA10W2 The student demonstrates competence in a variety of genres.

National Standards:



UNDERSTANDINGS & GOALS

Enduring Understandings:

- After completing the unit, students will be able to explain how pictures, sounds and video are represented in a computer.

Essential Questions:

- How is the binary system used to represent images?
- What is a pixel?
- How is a pixel used to represent images?
- How can the two-state nature of transistors be used to represent information?
- How are decimal numbers converted to binary numbers and vice versa?
- What is the 8-bit ASCII code?

Knowledge from this Unit:

- Students will learn how the binary system can be used to represent images.
- Students will learn what a pixel is and how it is used to represent images.
- Students will learn how the two-state (on and off) nature of transistors can be used to represent information.

- Students will learn how to convert decimal numbers to binary numbers and vice versa.
- Students will learn how to add binary numbers.
- Students will learn how to represent letters of the alphabet with the 8-bit ASCII code.

Skills from this Unit:



ASSESSMENT(S)

Assessment Method Type: Select one or more of the following. Please consider the type(s) of differentiated instruction you will be using in the classroom.

- ☐ Pre-test
- ☐ Objective assessment - multiple-choice, true- false, etc.
 - ☐ Quizzes/Tests
 - ☐ Unit test
- ☐ Group project
- ☒ Individual project
- ☐ Self-assessment - May include practice quizzes, games, simulations, checklists, etc.
 - ☐ Self-check rubrics
 - ☐ Self-check during writing/planning process
 - ☐ Journal reflections on concepts, personal experiences and impact on one's life
 - ☐ Reflect on evaluations of work from teachers, business partners, and competition judges
 - ☐ Academic prompts
 - ☐ Practice quizzes/tests
- ☐ Subjective assessment/Informal observations
 - ☐ Essay tests
 - ☐ Observe students working with partners
 - ☐ Observe students role playing
- ☐ Peer-assessment
 - ☐ Peer editing & commentary of products/projects/presentations using rubrics
 - ☐ Peer editing and/or critiquing
- ☒ Dialogue and Discussion
 - ☐ Student/teacher conferences
 - ☐ Partner and small group discussions
 - ☒ Whole group discussions
 - ☐ Interaction with/feedback from community members/speakers and business partners
- ☐ Constructed Responses
 - ☐ Chart good reading/writing/listening/speaking habits
 - ☐ Application of skills to real-life situations/scenarios
- ☐ Post-test

Assessment(s) Title:

Terms and Concepts

Assessment(s) Description/Directions:

Students should be graded on the mini projects they complete at their stations and on the pictures and sounds that they create.

Attachments for Assessment(s):

Web Resource Title: Intel Education: The Journey Inside: Instructional Strategies: Digital Information

Web Resource Description: An educational webpage instructing students on how computers represent images and sounds.

Web Resource: http://educate.intel.com/discover/JourneyInside/TJI_Strategies_DigitalInfo/default.aspx



LEARNING EXPERIENCES

Instructional planning: Include lessons, activities and other learning experiences in this section with a brief description of the activities to ensure student acquisition of the knowledge and skills addressed in the standards. Complete the sequence of instruction for each lesson/task in the unit.

Sequence of Instruction

1. Identify the Standards. Standards should be posted in the classroom for each lesson.

BCS-CMW-7 Students will demonstrate an understanding of how pictures, sounds and video are represented in a computer.

- Describe how a picture is digitized and represented in a computer.
- Describe how a sound/song is digitized and represented in a computer.
- Describe how video is represented in a computer.
- Compare and contrast image formats, sound/song formats, and video formats.

2. Review Essential Questions.

How is the binary system used to represent images?

What is a pixel?

How is a pixel used to represent images?

How can the two-state nature of transistors be used to represent information?

How are decimal numbers converted to binary numbers and vice versa?

What is the 8-bit ASCII code?

3. Identify and review the unit vocabulary.

4. Assessment Activity.

(Based on a 50 minute period)

Day 1

Teacher will bring in a color by number picture for each of the students. Instructor will explain how there is a hidden picture in all the lines and numbers on the page. Students will read through the lesson

found in the Intel site:

http://educate.intel.com/discover/JourneyInside/TJL_Strategies_DigitalInfo/default.aspx

Day 2

Students will finish the website activities, and the teacher will assess the students by checking the worksheets.

Technology Connection/Integration

Students will be using technology to work through an online lesson. Students will work with sound and picture files.

Attachments for Learning Experiences: Please list.

Notes & Reflections:



CULMINATING PERFORMANCE TASK (Optional)

Culminating Unit Performance Task Title:

Culminating Unit Performance Task Description/Directions/Differentiated Instruction:

Attachments for Culminating Performance Task:



UNIT RESOURCES

Web Resources:

Attachment(s):

Materials & Equipment:

Computer

Color printer if the students wish to print out pictures

Internet access

What 21st Century Technology was used in this unit:

<input type="checkbox"/>	Slide Show Software
<input type="checkbox"/>	Interactive Whiteboard
<input type="checkbox"/>	Student Response System
<input type="checkbox"/>	Web Design Software
<input type="checkbox"/>	Animation Software
<input type="checkbox"/>	Email

<input type="checkbox"/>	Graphing Software
<input type="checkbox"/>	Calculator
<input type="checkbox"/>	Desktop Publishing
<input type="checkbox"/>	Blog
<input type="checkbox"/>	Wiki
<input checked="" type="checkbox"/>	Website

<input checked="" type="checkbox"/>	Audio File(s)
<input type="checkbox"/>	Graphic Organizer
<input checked="" type="checkbox"/>	Image File(s)
<input checked="" type="checkbox"/>	Video
<input type="checkbox"/>	Electronic Game or Puzzle Maker