LOG IN

COMPUTER SCIENCE

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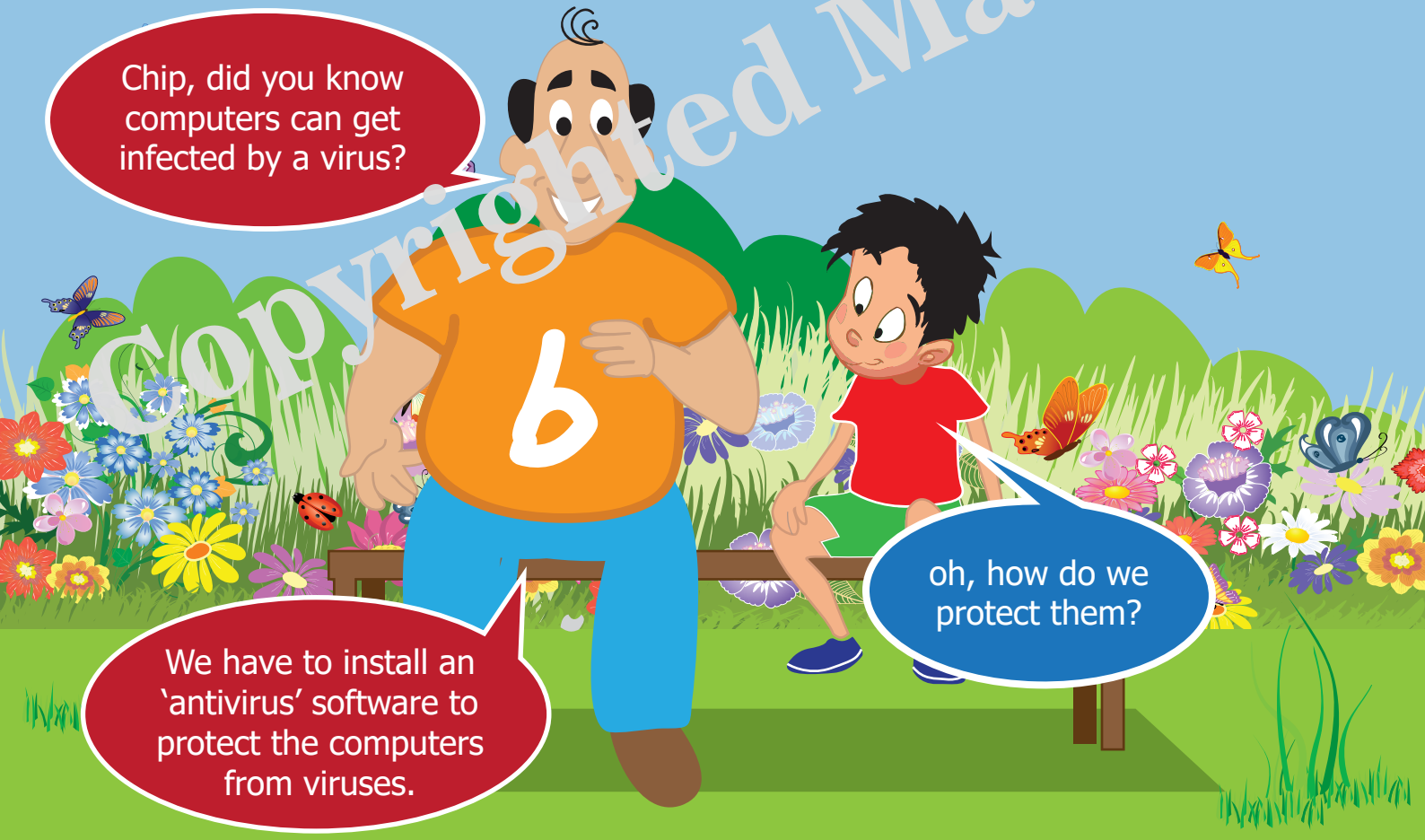

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Dear Teachers,

We, at Greycaps, are proud to present a textbook series with a difference.

THE HONEYCOMB SERIES

The honeybee is an intriguing creature in the animal kingdom. Its characteristics reflect being adaptable, agile, well-organised, creating synergy and working in harmony. Its sole purpose is to create each hexagonal cell in the honeycomb with perfection. The queen bee gathers the efforts of all the honeybees and motivates them to strive for perfection. We believe that this life skill can be borrowed from nature and applied into the school classroom.

Every teacher is like the queen bee – focussing on different capabilities of students and striving to attain harmony within the classroom.

Each student is like a honeybee – focussing on better learning and perfection.

This novel philosophy, initiated by Greycaps, is the cornerstone upon which we create engaging material to enhance the teaching and learning experience.

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Team Greycaps

OBJECTIVES

Co-existence is the key

Group learning enhances better understanding among students as learning is a collective effort.

Integration of life skills into teaching methodologies

Learning takes place in every walk of life. Learning from life skills is perhaps, the most essential part of overall student development.

Bridging the gap

It becomes imperative to adopt various innovative teaching methods to bridge gaps among students as every child is unique and learning takes place at different levels.

Hello! my young friends,

Welcome to Log In – your grade 5 guide to everything about computers!

Ever wondered what goes on inside a computer? Have you ever thought of what the different buttons on a computer mean? Well, you've come to the right place!

Get ready for a fun filled adventure with me, where you will find exciting stories, amazing pictures and games. You can even try teaching in our **TEACH CHIP** section or if you feel like having some fun, enter the **ACTIVE ZONE**.

Join me on an adventure as I help Chip learn about computers, in a cool manner!

Happy Reading!

Uncle Babbage

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Note: For **ACTIVE ZONE**, the software versions referred in this book are **WINDOWS 10** and **MICROSOFT OFFICE 365**.

CHIP

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1 COMPUTER

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USES OF COMPUTERS

At Home

- To type letters
- To draw
- To pay bills
- To play games
- To watch movies and listen to music

Education

- To explain concepts through animation and multimedia
- To prepare test papers
- To maintain records of students
- To prepare time tables for teachers
- To prepare circulars and notices

Shops

- To keep a track of items in the shop
- To create bills
- To keep a track of employees and attendance.

Banks

- To store customer information such as name, address, telephone, etc.
- To store information like deposits and withdrawals of the customers' accounts.
- ATM – Automatic Teller Machine has inbuilt computers

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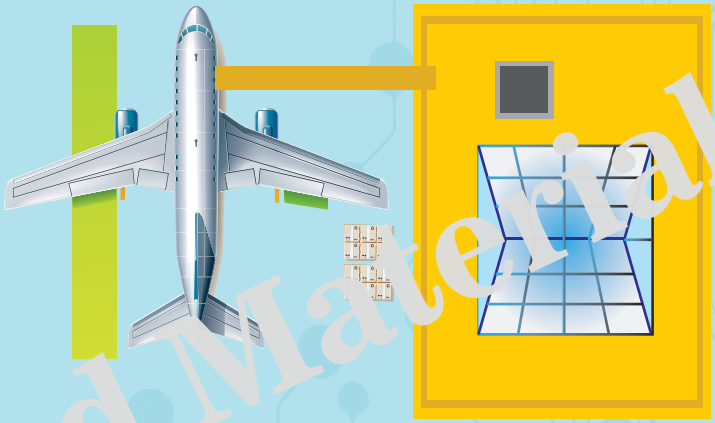
Office

- To type and print letters
- To store employees' details
- To calculate salary
- To calculate profit or loss
- To work on projects
- To create and display presentations in meetings

Railways Stations and Airports

- To keep a record of number of trains/flights available to a particular destination or place
- To keep a record of schedule of trains and flights
- To track number of seats available
- To track arrival and departure time of trains and flights
- To book tickets online



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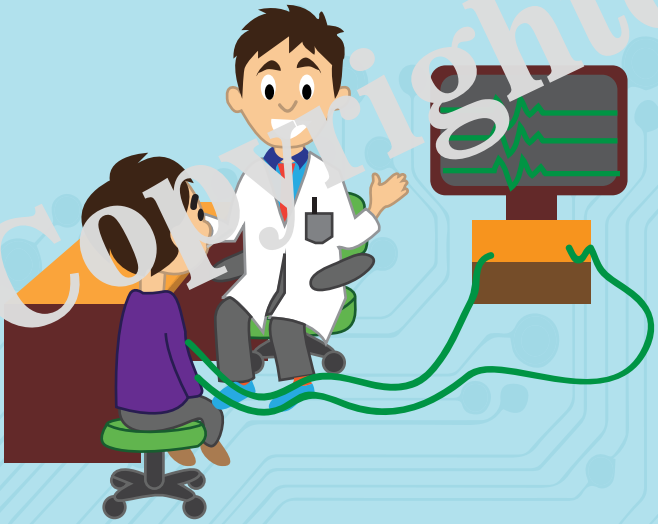


Health Care

- To keep a record of patients and medicines
- To prepare the reports of tests, the patients undergo
- To keep a record of patients' medical history

Business

- To prepare banners and catalogues to increase the sale of products

DESIGN

Scientific Research

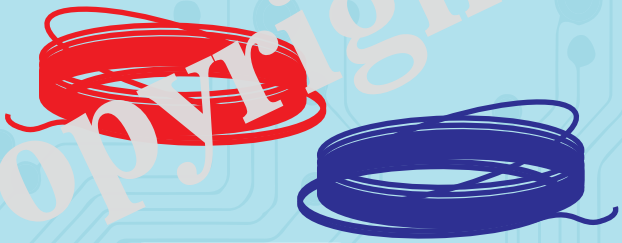
- To forecast weather
- To launch satellites

Internet

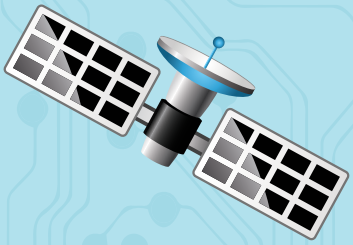
- To send and receive emails
- To chat
- To have a video conference
- To search for information

COMPUTER NETWORKS

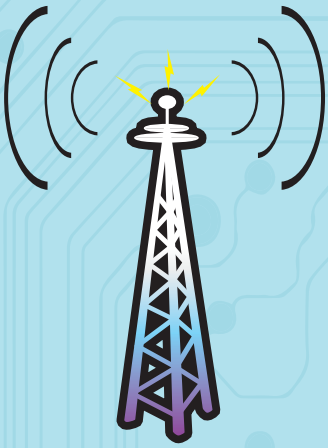
When you have two or more computers connected to each other, you have a **network**. The computers in a network are connected by cables, satellites, radio waves and fibre optics. The best-known computer network is the **Internet**.



Cables



Satellites



Radio Waves

Fibre optics

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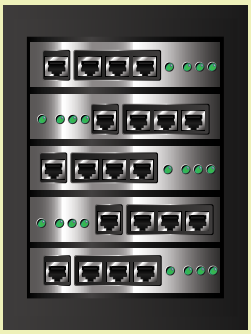
Parts of a Computer Network

Workstation - In networking, a workstation refers to any computer connected to a network.

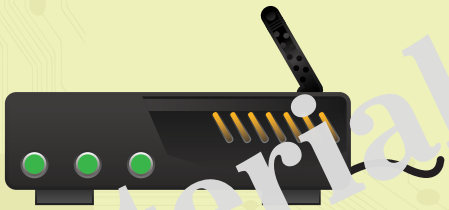
Workstation



Server

Server - A computer that manages the entire network is called a server. This is the main computer of the network.

Modem - The modem is a hardware device that enables a computer to send and receive information over telephone lines or cables.

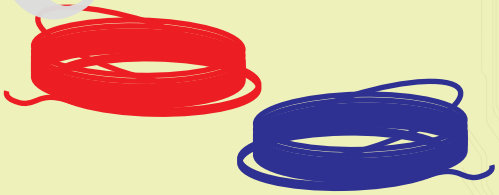


Modem

Router

Router - A router is a small physical device that joins multiple networks together. A router forwards data packets between computer networks.

Internet service provider - A company that provides companies or individuals with access to the Internet.



Cables

Cables - They are used to connect computers.

MOUSE TRAP

The Indian Space Research Organisation (ISRO) is among the largest government space agencies in the world. It has launched numerous satellites like INSAT (Indian National Satellite System) and IRS (Indian Remote Sensing).

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