



TSI

Instituto Federal do Rio Grande do Norte

Basic English for Computing (Capítulo 6 – Input Devices)

Páginas 26 a 29.

6 – INPUT DEVICES

Sintonizando

Task 1

Combine essas fotos do dispositivo de entrada com seus nomes.

- A) Touchscreen
- B) Trackerball
- C) Barcode reader
- D) Digital Camera
- E) Microphone
- F) Joystick
- G) Graphic Tablet
- H) Scanner

Task 2

Em pares, tente listar os usos desses dispositivos

- A) Barcode Reader – Ler código de barra.
- B) Digital câmera – Tirar fotos sem filme.
- C) Scanner – Digitalizar documentos e imagens.
- D) Joystick – Usado para jogos eletrônicos.
- E) Microfone – Amplificar a voz.
- F) Touchscreen – Facilita à acessibilidade
- G) Graphics Tablet – Mesa digitalizadora para desenhar
- H) Trackerball – Navegar no Sistema Operacional.

6 Input devices

Tuning-in

Task 1 Match these pictures of input devices with their names.



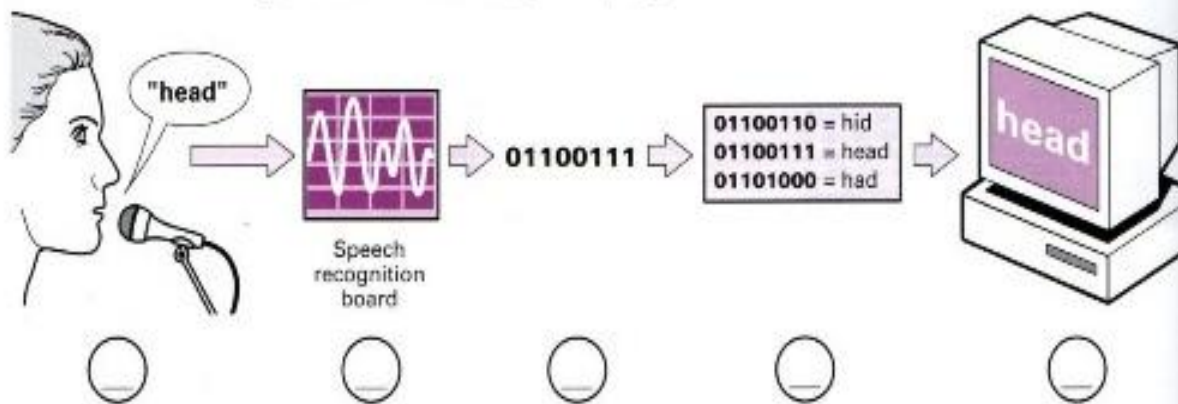
joystick	barcode reader	graphics tablet	digital camera
trackerball	scanner	touchscreen	microphone

Task 2 In pairs, try to list the uses of these devices.

LISTENING : VOICE INPUT

Listening: Voice input

Task 3 Study this diagram. It shows how voice input works. Label the steps in the process with these captions (a–e).



- a The computer compares the binary code with its stored vocabulary.
- b The user says a word into a microphone.
- c The screen displays the correct word.
- d The speech recognition board converts the signals into binary numbers.
- e The microphone converts the word from audio signals into electrical signal.

Task 4 Now listen to the recording to check your answer.

Ouvir: entrada de voz

Task 3

Estude este diagrama. Mostre como funciona a entrada de voz. Rotule as etapas no processo com estas captações.

B) O usuário diz uma palavra em um microfone.
E) O microfone converte a palavra de sinais de áudio em sinais elétricos.

D) A placa de reconhecimento de fala converte os sinais em números binários.

A) O computador compara o código binário com o seu vocabulário armazenado.

c) A tela exibe a palavra correta.

Reading: Input devices

Task 5

Each text describes one of these devices: trackerball, joystick, lightpen, scanner. Identify the device each text describes. Write your answers in this table. Then compare your answers with other students.

Text	Device
1	_____
2	_____
3	_____
4	_____

1 A _____ is another input device you can connect to a computer system. The _____ is able to move in eight directions. _____ s are mostly used in computer games to control the way a picture on the screen moves. Sometimes two _____ s are connected to a computer so two people can play the game at the same time.

2 A _____ works in exactly the same way as a mouse, except that the ball is on top. The user rolls the ball around with her hand to operate it. If you use a _____, you don't need any extra space on your desk to move it around (like you do with a mouse). _____ s are often used on small portable computers and on some video game machines.

3 A _____ can be used to draw pictures directly on to a computer screen or to read the pattern on a barcode. A _____ that can read barcodes detects the difference between the light reflected from a black barcode line and its lighter background.

4 Using a _____, you can input printed drawings, photographs, or text directly into a computer. A _____ works like a photocopier – a light is shone on the material and the _____ detects the reflected light. You can use a _____ with optical character recognition (OCR) software to input the scanned text into a word processing package.

Task 5

- 1 - Joystick.
- 2 – Trackerball
- 3 – Lightpen
- 4 - Scanner

Task 6

Match each device (1–7) with its use (a–g).

Device	Use
1 joystick	a draw pictures on to a computer screen
2 lightpen	b copy documents
3 scanner	c input sound
4 digital camera	d input text
5 mouse	e select from a menu
6 keyboard	f move the cursor rapidly
7 microphone	g produce photos without film

Task 6

Combine cada dispositivo com o seu uso.

1(E), 2(A), 3(B), 4(G), 5(F), 6(D), 7(C)

Task 7 Describe the use of each device in a sentence.
Use these structures from the *Language work* section.

... is/are used in ...

... is/are used for ... -ing

Using ..., you can ...

You can use ... to ...

Example You use a mouse to select from a menu.

Task 7

1 - A joystick is used to select from a menu.

2 - Using a lightpen, you can draw pictures on to a computer screen.

3 - Scanners are used for copying documents for the PC.

4 - You can use a digital camera to produce photos without film.

5 - Using a mouse, you can move the cursor rapidly.

6 - You can use a keyboard to input text.

7 - Using a microphone, you can input sound into a speaker.

Task 8 – Problem-solving –

Em pares, decida qual dispositivo de entrada é o melhor para:

- 1 = Joystick
- 2 = Barcode reader
- 3 = Scanner
- 4 = Memory Card
- 5 = Digital camera
- 6 = Microphone
- 7 = Keyboard

Problem-solving

Task 8

In groups, decide which input device is best for:

- 1 controlling fast-moving objects in a game
- 2 reading the price of things in a shop
- 3 making copies of a page of text and graphics
- 4 storing sounds on a computer
- 5 producing pictures of people and places for storing in a computer
- 6 controlling a computer using speech
- 7 typing text into a computer.

TASK 9 - WRITING

Writing

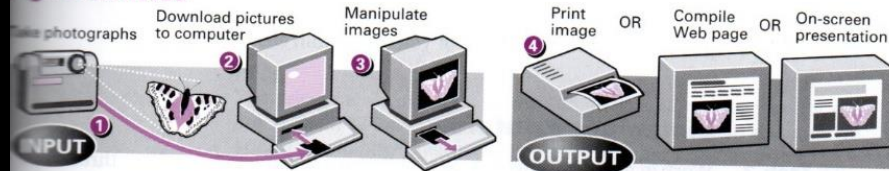
Task 9 With the help of this diagram, fill in the blanks in this comparison of digital cameras and film cameras.

Digital cameras don't use film. You take pictures on to solid state memory. Then you ¹ _____ them to a ² _____. You can ³ _____ and improve the pictures in your PC. Then you can ⁴ _____ them, add them to your ⁵ _____, or ⁶ _____ them on the screen.

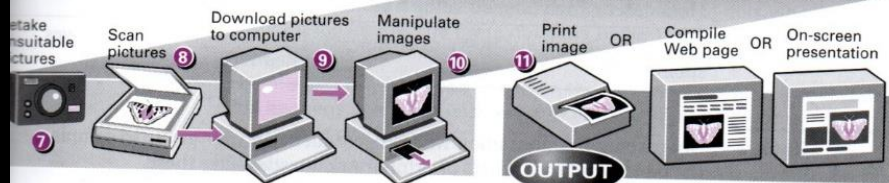
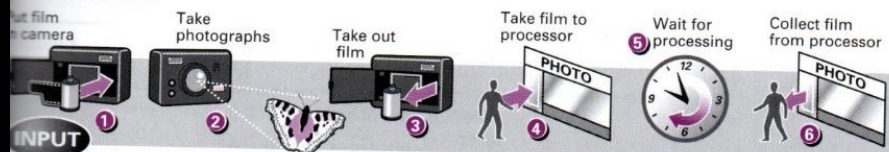
Digital cameras are more ⁷ _____ than film cameras but the cost for each picture is lower because there is no ⁸ _____. It's also easy to ⁹ _____ the pictures.

Film cameras are cheaper but each picture costs a lot because there are ¹⁰ _____ costs. The quality of film camera pictures is much ¹¹ _____ than digital cameras but you have to ¹² _____ the pictures to transfer images to a PC.

Digital cameras



Film cameras



(Com a ajuda deste diagrama. Preencha os espaços em branco nesta comparação de câmeras digitais e câmeras de filme).

- 1 - Take photographs
- 2 - Download pictures to computer
- 3 - Manipulate images
- 4 - Print
- 5 - Web page
- 6 - On-screen presentation
- 7 - Expensive
- 8 - Film
- 9 - Download
- 10 - Processor
- 11 - Better
- 12 - Scan

Unit 6 Input devices

Task 4

Computers can listen to your voice and change what you say into a written message or into orders. Voice input is a great help to people who cannot use their hands. It also helps people like pilots who need their hands or eyes for other tasks.

There are five steps in voice input. Step 1: when you speak, you produce audio waves. A microphone changes these waves into electrical waves. That's Step 2. Inside the computer there's a speech recognition board. In Step 3, the speech recognition board processes the waves from the microphone to form a binary code for each word you say. A binary code is a pattern of zeroes and ones, for example, 01001100. Each word has its own code.

In Step 4, the computer compares the code with other codes in its memory to identify each word. When it finds the correct word, it displays it on the monitor screen. That's Step 5, the last step.

Modals Verbs:

Can = No texto, o termo Can teve sentido de capacidade. Portanto, a tradução é a seguinte: "Computadores PODEM ouvir sua voz e converter o que você diz em mensagem ou uma ordem".

Cannot = Essa palavra é um conjunto de duas: Can e Not. Tem sentido de impossibilidade. No texto, essa palavra foi usada para explicar uma das utilidades da entrada de voz para computador, que no caso ajuda bastante quem não pode usar as mãos.

Tense Verb:

Has = Indica Presente Perfeito. No trecho em questão, "has" vem depois do sujeito "word", para afirmar que cada palavra falada no computador tem seu próprio código.

COMPONENTES

- Bruno Henrique
- George Felix
- Yana Livia