



DATE :29-4-21

SESSION : 3

CLASS : II

SUBJECT : COMPUTER

CHAPTER NUMBER:1

CHAPTER NAME :COMPUTER -A SMART MACHINE

SUBTOPIC : USES OF COMPUTER IN DIFFERENT FIELDS

CHANGING YOUR TOMORROW

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LEARNING OBJECTIVE :

To let the learners know the the use of computer in various places.

Computer VS Human

A computer stores large amount of information and never forget it.	Humans may forget the information stored in their mind
A computer works very fast and can do many jobs at the same time.	Humans need more time to do any work as compared to a computer.
A computer does not make any mistake	Human can make mistakes.
A computer does not get tired and can work for long hours	Humans need rest after working for some time.
A computer can not take its own decisions.	Humans can take their own decisions.
A computer works on a human's orders	Humans don't need any order to work.
A computer doesn't have any feelings.	Humans have feelings.

Uses of computers in different fields:

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- Watching movies and listening to songs.
- Searching for information on any topic.
- Playing games.
- Doing Homework.

Schools



- Keeping records of books and helping teachers in teaching.
- Making timetable, report cards and library records.
- Doing practical work in lab.
- Helping students to draw and color pictures.



Shops and offices

- Keeping records of items
- Typing and printing bills.
- Sending and receiving messages in offices.



Banks

- Keeping the details of bank accounts.
- Taking out money from ATM.

Hospitals



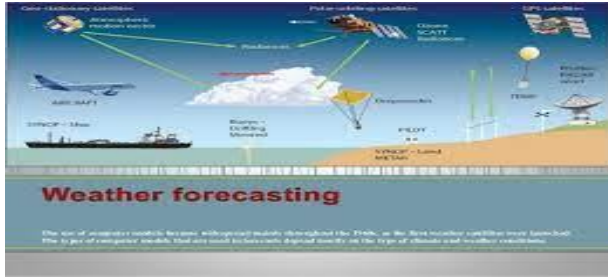
- Keeping records of patients
- Preparing medical reports, X-rays etc.
- Helping doctors learn more about diseases and their causes.

Designing



- Designing clothes, cars, machines, buildings.
- Designing and printing books, newspapers, magazines.
- Making cartoons and animated movies.

Space research and defence



- Finding information about space.
- Sending rockets into space.
- Helping the military make security weapons.

Railway stations and airports



- Booking tickets.
- Keeping records of all passengers.
- Giving information about arrival and departure timing.

Learning new skills



- Learning how to drive a car or fly an aeroplane.
- Learning different languages, cooking, and much more

<https://www.youtube.com/watch?v=mWRTIttctvk>



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THANKING YOU

ODM EDUCATIONAL GROUP

LEARNING OUTCOME:

Students will learn about the use of computer in various places.