

**Задания для обеспечения профориентационной деятельности
технического направления на уроках английского языка
(9 -11 классы)**

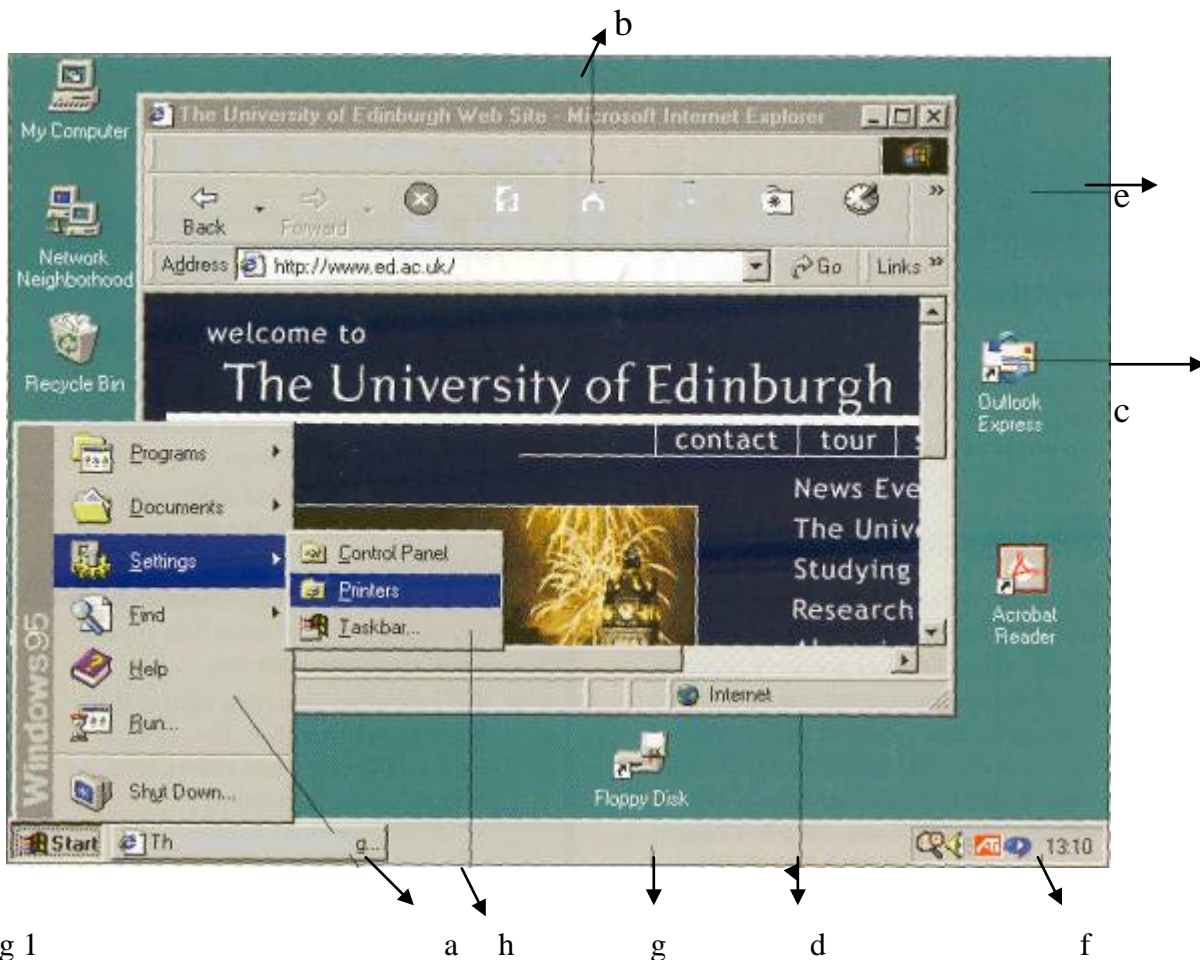
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**GRAPHICAL USER INTERFACES (GUI)
Графический интерфейс пользователя**

**Актуализация
Starter**

**1. Study this diagram of a graphical user interface (GUI).
Identify these features.**

- | | | | |
|---|-------------|---|---------|
| 1 | window | 5 | taskbar |
| 2 | icon | 6 | submenu |
| 3 | menu | 7 | desktop |
| 4 | system tray | 8 | button |



**Fig 1
Windows screen display**

2 Study this second example of a GUI.

- 1 How does it differ from Fig 1?
- 2 In what ways is it the same?

Menu bar

Just about all programs display a menu bar across the top of the screen, including the Finder. The menu bar will change, depending on the program you're running at the time.

Document

This is a text file which tells us something about the contents of this CD-ROM. You can read it by simply double-clicking on it - your iMac will then automatically find the program needed to open it.

Application

This is an application, or program icon. Double-clicking on it will start the program. It's not always obvious whether an icon is for a document or a program, but you soon get to be able to spot these things.

Folder

This is a folder icon, and these all tend to look the same - like a kind of 3D view of a suspension file. Sometimes they're adorned with other graphics, but they're usually pretty easy to spot. Double-clicking on a folder icon displays that folder's contents in another window, which is what we've done here.

Hard Disk icon

Folders, files, documents and other items are displayed as little icons like this. This one, in fact, represents your iMac's internal hard disk.

CD-ROM icon

Your hard disk icon (and Wastebasket icon) may be the only ones you see on your desktop. If you insert a CD-ROM, though, it will appear as an icon on your desktop too. We've double-clicked on it to display its contents. To eject a CD, by the way, you have to drag its icon onto the Wastebasket - you can't just press the CD-ROM drive button. If you do, you'll be waiting an awful long time.

Folder window

When you double-click on a folder or a disk drive, its contents are displayed in a window like this one. These contents can be documents, programs or other folders.

Wastebasket icon

The Wastebasket is where you throw things you no longer need. It doesn't empty straight away, (though as you can see, ours is so full the lid's fallen off), so you can change your mind if you have to. When you want to eject a disk, be it a CD-ROM or a floppy disk (if you've got a floppy disk drive attached), you drag its icon on to the Wastebasket and the iMac will spit it out automatically.

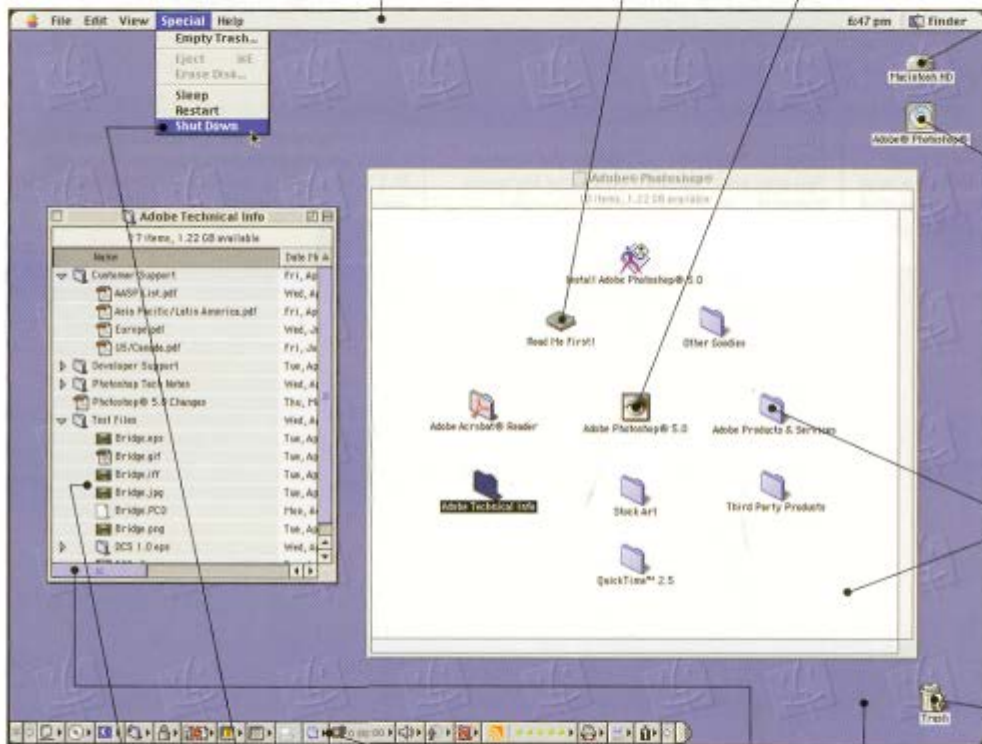


Fig 2
Mac GUI

List view

This is another folder window, but this time we're looking at the contents in 'List' view. Otherwise, it's the same as the window next to it - a 'window' on a folder, basically. You can nest folders many layers deep, in case you're wondering, and you're likely to get confused long before your iMac does - try to keep your filing system as simple as possible.

Menu/menu option

To open a menu, click on its name in the menu bar. This displays a drop-down list like the one you see here. To choose one of the menu options just click on it (the options are highlighted as the mouse pointer moves over them to help you get the right one). Don't forget to always shut down your iMac via this menu, NOT by simply switching the power off.

Control Strip

The Control Strip offers quick access to many of your iMac's settings like the speaker volume, sound input and CD player controls. Until you've found out what these gadgets do, you can 'hide' it by clicking on the small ribbed area to the far right. This reduces it to a little handle in the bottom left-hand corner of the screen. Click this handle if you want to display the Control Strip again.

Scrollbar

You'll see these gadgets whenever the contents of a folder won't fit in the window. You click on either the horizontal or vertical scroll arrows to display more of the contents - either that, or drag on the little blue 'scroll box'.

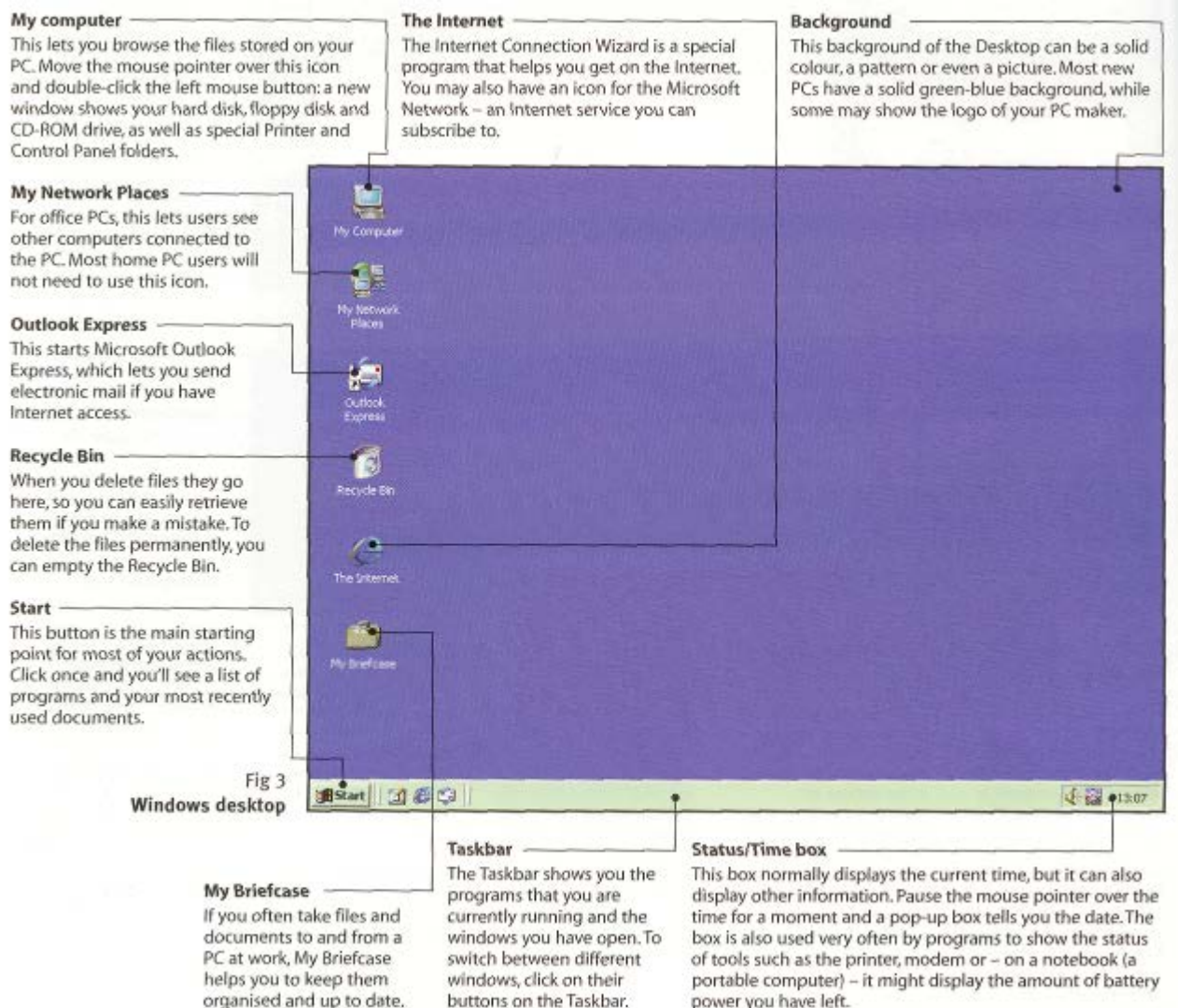
Desktop pattern

This background image can be swapped for many more via the Appearance control panel. You can use a repeating 'pattern' like this, or a single image - a scanned photograph for example.

Чтение Reading

3. Study this diagram of the Windows Desktop and answer these questions about its features.

- 1 What does Outlook Express let you do?
- 2 Which feature shows you current programs?
- 3 How do you read the date?
- 4 What is my briefcase for?
- 5 Which background color is most common?
- 6 Which feature shows other computers networked with yours?
- 7 Which features lets you see which files are stored on your PC?
- 8 What is the program that helps you get on the Internet?
- 9 How do you delete files permanently?



Verbs + object + infinitive; Verbs + object + to-Infinitive

<p>New developments in computing are often designed to make something easier. These verbs are often used to describe such developments:</p> <p>allow let enable permit help</p> <p>Study this example:</p> <p>1 A GUI <i>lets</i> you <i>point</i> to icons and click a mouse button to execute a task. 2 A GUI <i>allows</i> you <i>to use</i> a computer without knowing any operating system commands.</p>	<p>3 The X Window System <i>enables</i> Unix-based computers <i>to have</i> a graphical look and feel. 4 Voice recognition software <i>helps</i> disabled users (<i>to</i>) access computers.</p> <p><i>Allow, enable</i> and <i>permit</i> are used with this structure: Verb + object + to-infinitive <i>Let</i> is used with this structure: Verb + object + infinitive <i>Help</i> can be used with either structure.</p>
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4. Complete the gap in each sentence with the correct form of the verb in brackets.

- 1 The Help facility enables users (get) advice on most problems.
- 2 Adding more memory lets your computer (work) faster.
- 3 Windows allows you (display) two different folders at the same time.
- 4 The Shift key allows you (type) in upper case.
- 5 The MouseKeys feature enables you (use) the numeric keypad to move the mouse pointer.
- 6 ALT = TAB allows you (switch) between programs.
- 7 The StickyKeys feature helps disabled people (operate) two keys simultaneously.
- 8 ALT + PRINT SCREEN lets you (copy) an image of an active window to the Clipboard.

5. Describe the function of these features using “enabling” verbs.

- 1 In a window, the vertical scroll bar
- 2 The Find command
- 3 The Undo command
- 4 Cut and paste
- 5 Print Screen
- 6 Menus
- 7 Recycle bin
- 8 Tooltips

Проблемная задача.

Problem-Solving

6. Study this version of a GUI. Which part of the screen would you touch if you want to:

- 1 make a phone call
- 2 send an email
- 3 access a keyboard
- 4 record an appointment
- 5 get help
- 6 write new mail

What do you think happens if you touch these areas of the screen?

g, h, i, k, l

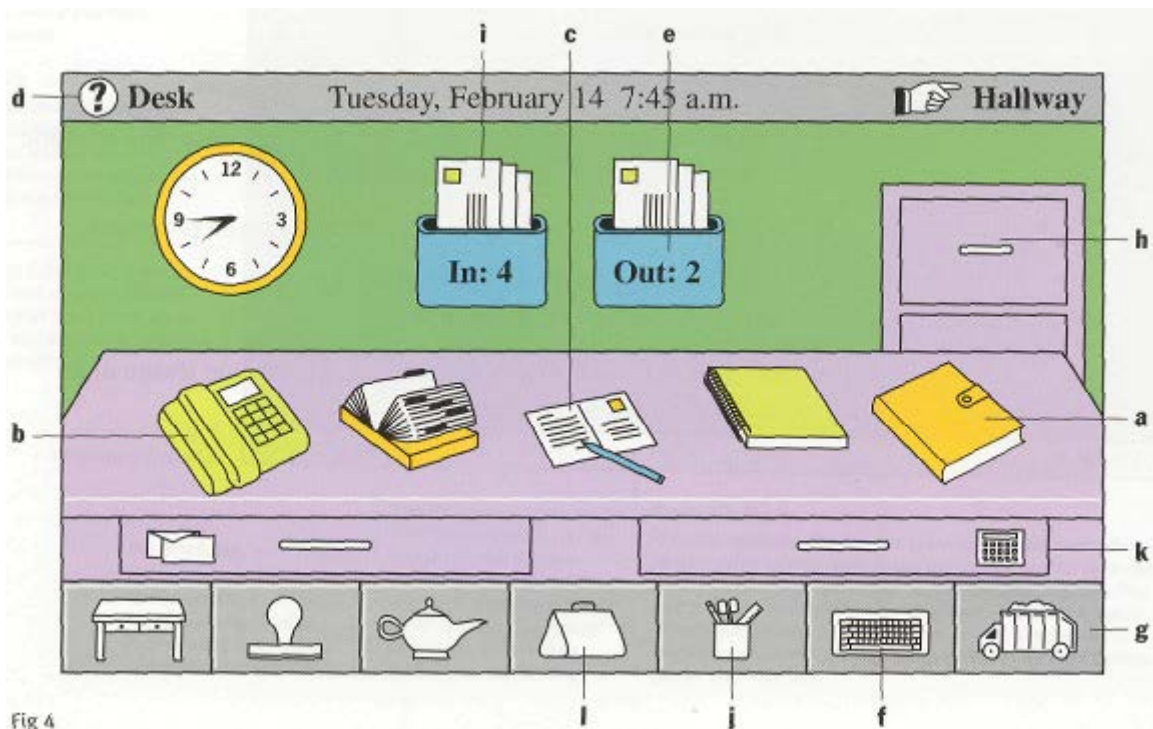


Fig 4

Magic Cap GUI

Говорение в группах .
Speaking

7. Work in groups. Complete this questionnaire for yourself. Then take turns in your group to explain how to perform each of these actions. You may need these verbs:

choose
right/left/double-click on
hover
drag and drop
select

Do you know how to:	Yes	No
1 create a folder?		
2 start a program?		
3 shut down the system?		
4 adjust the speaker volume?		
5 arrange the icons?		
6 display the date?		
7 in Windows, show Tooltips?		

Письменное задание Writing

8. Study these instructions for moving a file from one folder to another using Windows Explorer. Then write your own instructions for one of the actions in Task 7. compare your instructions with those given in the Help facility on your computer.

TO MOVE A FILE

- 1 If you want to move a file that was saved in a different folder, locate and open the folder.
- 2 Right-click the file you want to move; then click Cut on the shortcut menu.
- 3 Locate and open the folder where you want to put the file.
- 4 Right-click the folder; then click Paste on the shortcut menu.

9. Write annotation of the following text using the expressions:

The text / article under review ... (gives us a sort of information about...)

The article deals with the problem ...

The subject of the text is ...

At the beginning (of the text) the author describes ... (dwells on ...; explains ...; touches upon ...; analyses ...; comments ...; characterizes ...; underlines ...; reveals ...; gives account of...)

The article begins with the description of..., a review of..., the analysis of...

The article opens with ...

Then (after that, further on, next) the author passes on to ..., gives a detailed (thorough) analysis (description), goes on to say that...

To finish with, the author describes ...

At the end of the article the author draws the conclusion that ... ;

the author sums it all up (by saying ...) In conclusion the author ...

As it is well known, a computer cannot perform or complete any useful work unless it is able to communicate with its external environment. All data and instructions enter and leave the central processing unit through primary storage. Input-output devices are needed to link primary storage to the environment, which is external to the computer system. So input devices are used to enter data into primary storage. Output units accept data from primary storage to provide users with information or to record the data on a secondary storage device. Some devices are used for both the input and output functions.

The data with which these devices work may or may not be in a form that humans can understand. For example the data that a data entry operator keys into the memory of a computer by typing on a keyboard are readable by humans. However, the data that tell a computer about the performance of an automobile engine are not in a form that humans can read. They are electrical signals from an analog sensor. Similarly, output may be on a printed page, which humans can read easily, or upon some other medium where the data are not visible, such as on magnetic tape or disk.

As we know, all of the data flow from input to final output is managed by the control unit in the CPU. Regardless of the nature of the I/O devices, special processors called I/O interfaces are required to convert the input data to the internal codes used by the computer and to convert internal codes to a format which is usable by the output device.