



E- Support and Learning Material / Session 2020-2021

Subject: Computer

Grade: 6

Book: Computer Education

FIRST TERM

Unit 2: Interacting with the computer

Week 6



Topic: Other Input Devices

Objectives:

The student should be able to:

- Identify the input devices.
- Trackball
- Joystick
- Stylus and Graphic Tablet
- Touch Display Screen

Q.1: What is the trackball?

Ans. A trackball is a pointing device with a ball on its top. The ball in most trackballs is about the size of a ping-pong ball. To move the pointer using a trackball, you rotate the ball with your thumb or finger. A trackball usually has one or more buttons that work just like mouse buttons.



Q.2: Describe briefly joystick.

Ans. The joystick is also a pointing device. It consists of a plastic or metal rod mounted on a base. It can be moved in any direction. Some joysticks have switches or buttons that can input data in an on/off response. Joysticks are most often used for games.





Q.3: What do you know about a stylus?

Ans. A stylus looks like a pen, but uses pressure instead of ink to write text and draw lines. This device originally called a pen or electronic pen. It was used in professional graphical applications such as computer-aided design and drafting.



Q.4: What do you know about graphic tablet?

Ans. A graphic tablet, is a flat rectangular, electronic plastic board. Each location on the graphic tablet corresponds to a specific location on the screen. When you draw on the tablet with the pen, the tablet detects and sends the signals to the computer. Architects, mapmakers, artists and designers create drawings and sketches by using a stylus on a graphic tablet.



Q.5: Write a note on touch display screen.

Ans. The touch display screen is a special screen with pictures and shapes. You use your fingers to “point” to the desired object to make a selection. These screens can be found in banks, libraries, delivery services and fast-food restaurants. These are very user-friendly input devices.



★ Fill in the blanks.

1. A **trackball** is a pointing device with a ball on its top.
2. **Joysticks** are most often used for games.
3. Joystick is also a **pointing** device.
4. A stylus looks like a **pen**.
5. Architects create sketches by using stylus and **graphic tablet**.
6. The touch display screen is a **special** screen with pictures and shapes.



★ **Write T for the true statements and F for the false ones.**

1. Joystick is an output device. (False)
2. A stylus looks like a pen. (True)
3. Touch display screens are not very user-friendly devices. (False)
4. A trackball is an output device. (False)

