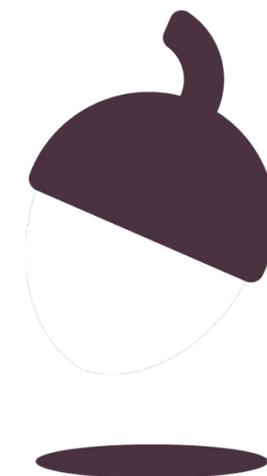Computing

Lesson 4: Cultural Impacts

Impact of Technology

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Materials from the Teach Computing Curriculum created by the National Centre for Computing Education

OAK
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Task 1 - Paperless (1 of 2)

Imagine that your school has decided to go completely paperless and utilise cloud storage for learners' records.

Consider the impact it would have on different groups of learners and teachers. Use the following prompt questions to help you:

- What about homework?
- What about learners with additional needs?
- What are the legal implications of cloud storage of learners' data?
- Are there positives and negatives?
- Are there any other things to consider?

Task 1 - Paperless (2 of 2)

| Prompt Question	Response
What about homework?	
What about learners with additional needs?	
What are the legal implications of cloud storage of learners' data?	
Are there positives and negatives?	
Are there any other things to consider?	

Task 2 - Downtime

On the **worksheet**, complete the 'downtime' crossword.

Across

2 B---- damage and customer loss – An unavailable service can have a negative impact on the reputation of an organisation.

3 Use strong p-------- to protect your data.

5 Keep copies of all vital d--------.

7 B------ data regularly.

8 Avoid p------- attacks.

9 Systems that are down cost money to r----- and recover.

Down

1 Protect your organisation from m------.

3 Downtime is estimated to cost a UK business £2,140 per minute through wages and lost sales because of lost P-----------.

4 If a business loses d---, it can have a catastrophic effect on its ability to trade.

6 Keep devices safe and s-----.
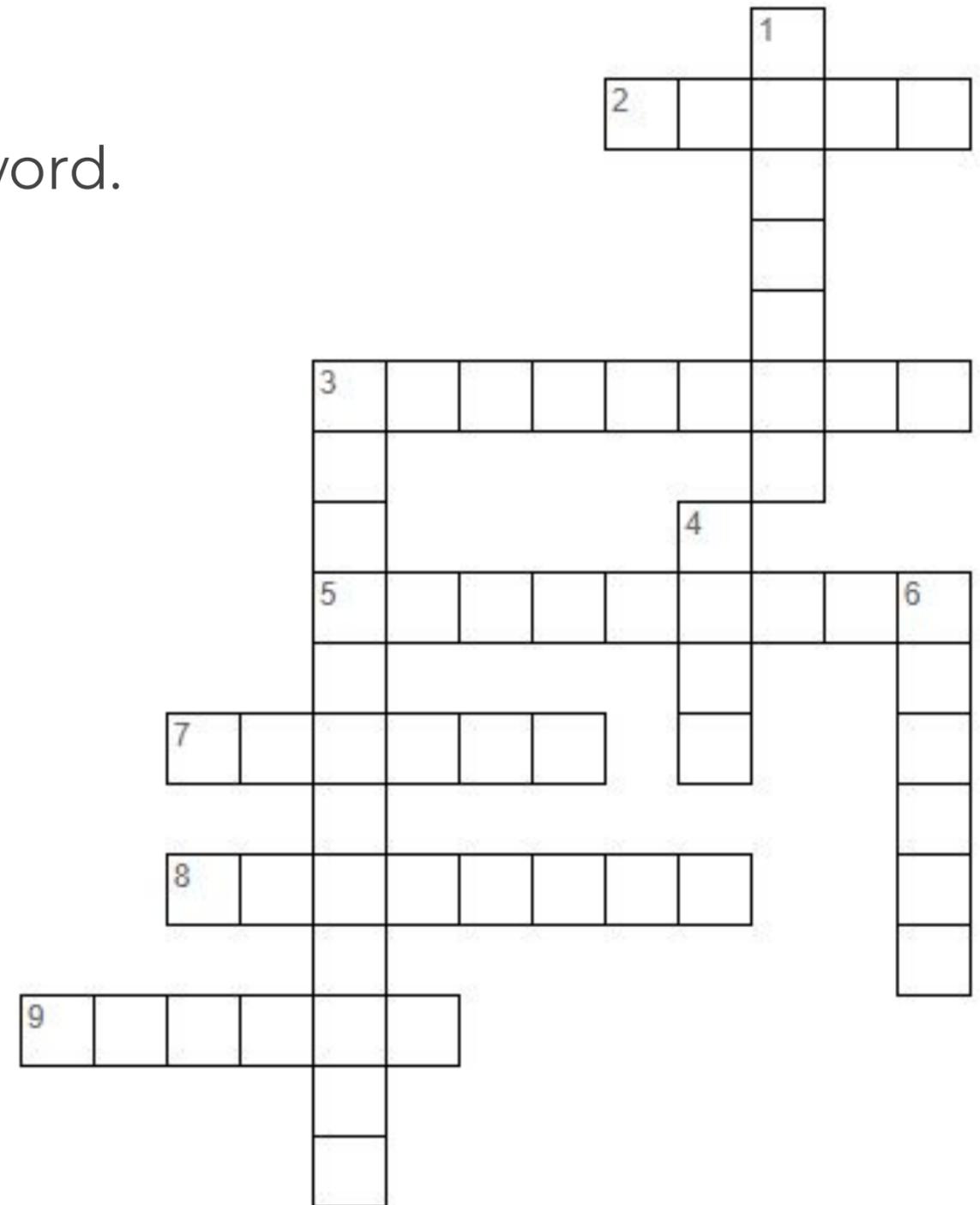
Task 3 - Mobile Technology (1 of 5)

Read the passage and answer the questions based upon what you have read.

Mobile technology and its associated applications have changed the way that we **interact**, but whether this has been a positive or negative effect is a difficult question to answer. The mobile phones we carry with us offer **exciting** and **engaging** experiences wherever we go. With a couple of clicks on the screen, our brains are stimulated, and this makes us feel good.

Overexposure to this **quick-fire** entertainment can cause problems when we undertake a task that requires concentration or feels as if it lacks immediate value. We can become **bored** more easily. This leads to some people becoming 'addicted' to their phones and the stimulation that they provide, leading some to conclude that this has negative effects on how we interact in the real world. Users should be mindful of the amount of **time** and attention they give their phones, and of the effect the phones have on them.

Some developers are creating applications to help users develop good **habits**. Apps such as Headspace encourage mindfulness in their users, while some, like Pokémon GO, encourage users to get outside and explore. Mobile technology also has a direct effect on the way that we build **connections** and how we interact with those closest to us. **Social media** and mobile technology are inseparably linked; these sites allow users to interact with others, regardless of their geographic proximity.

Some use it to keep in touch with family and friends that they would otherwise struggle to communicate with. Mobile technology allows us to communicate much more easily, as most devices are internet-connected and can be used in very remote locations, compared to traditional desktop computers. The **newsfeed** is a common feature across social media, in which an algorithm selects the most important posts for you to see. This feature allows you to catch up with hundreds of your friends in minutes — or so it feels.

Task 3 - Mobile Technology (3 of 5)

Some users report that the newsfeed makes them feel lonelier, or jealous of their friends who appear to be having a better time. The developers of social media sites need to consider the effects on mental health that come from the content driven by their **algorithms**.

Mobile technology has changed the way that we interact with each other, and some people are now more likely to connect through their phones than in person. These connections are not always beneficial.

Task 3 - Mobile Technology (4 of 5)

| Statements		Answer
1	Mobile technology and its associated applications have changed _____	
2	Mobile phones are designed to give us _____ and _____ experiences	
3	Overexposure to _____ type of entertainment can cause problems	
4	As a result, we become _____ more easily	
5	Users should limit the amount of '____ and attention' they give their phones	

Task 3 - Mobile Technology (5 of 5)

	Statements	Answer
6	Some developers have designed applications that help users develop good _____	
7	Mobile tech also affects how we build _____	
8	_____ and mobile technology are inseparably linked	
9	_____ are a common feature across most social media platforms	
10	_____ drive social media sites and can have an adverse effect on mental health	

Task 4 - Globalisation
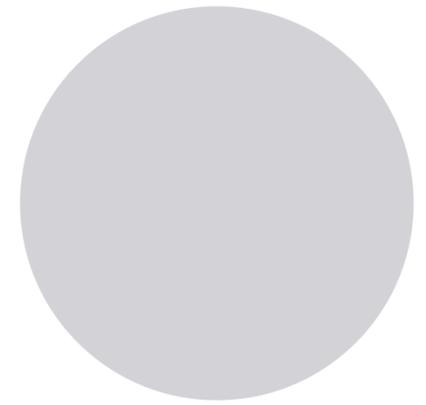
Give three specific examples of everyday technologies, with explanations.

Technology	Contribution	Explanation
Email	Speeds up communication	Enables documents to be sent quickly around the world between businesses