



Internet Connections Terms



In this activity, you will review terms related to Internet connections.

Write the letter of the correct definition in the spaces provided next to the terms.

Term	Definition
___ 1. Dial-up access	a) Protocol software used to communicate with the Internet and built into all major operating systems
___ 2. Cable	b) Connecting to the Internet via satellite
___ 3. DSL	c) Internet service provided by a cable company
___ 4. Broadband satellite	d) Connecting to the Internet using a modem and a standard telephone line
___ 5. 3G/4G	e) A network that uses radio signals to provide Internet connections to wireless computers and devices
___ 6. Wi-Fi	f) A desktop computer, mobile phone or tablet
___ 7. Computer	g) A technology that provides high-speed Internet connections using regular copper telephone lines
___ 8. Operating system	h) A number that uniquely identifies each computer
___ 9. TCP/IP	i) Software that communicates with a computer's hardware (for example, Windows, Macintosh, Linux)
___ 10. Client software	j) A Web browser or other application used to access and display Web sites on a computer (for example, Chrome, Internet Explorer)
___ 11. Internet connection	k) Directly connecting to an Internet Service Provider (ISP)
___ 12. Internet address	l) High-speed wireless connection for smartphones and other devices
___ 13. FiOS broadband	m) Connecting to the Internet using light pulses over a fiber-optic cable network



Internet Connections – Find-the-Fib Game



Note:

In this activity, teams of two to four people use the completed Internet Connection Terms activity to create a Find-the-Fib Game. You may wish to assign different terms to each team.

In this activity, you will review terms relating to Internet connections by playing a game. You should complete the Internet Connections Terms activity before beginning this activity.

1. Form teams of two to four people each.
2. Use the terms and definitions in the completed Internet Connection Terms activity to create a Find-the-Fib Game.
3. To play Find-the-Fib, each team creates a set of three statements to report to the class. Each set must include two true facts and one fib.
4. Allow 5 to 10 minutes for the teams to brainstorm.
5. Teams will take turns announcing their three statements to the class, trying to fool them.
6. Each guessing team must agree about which statement they believe is the fib, without consulting other teams.
7. The team that finds the most fibs wins!