





Short Form 1.2 (Assuming instructor uses videos)

Materials	Room/ Space
<ul style="list-style-type: none"> - Cardboard Computer - Computer Parts Model Sheet - Poster Board - Scissors, Glue, Markers, Crayons 	<ul style="list-style-type: none"> - Cardboard computer - Computer parts model sheet - Projector and screen setup - Posters and art supplies

Lesson Theme: Students need to rebuild the computer to get the door open. Students need to expand their knowledge of how to make a functioning computer.

Space Bucks Payout Focus- Teamwork, On Task, Doing their best, Asking for Help

	
<p>Key Resource: Cardboard Computer, Computer Parts Model Sheet (See Model)</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Break students into partnerships (2-3) ● Give each partnership a computer parts model sheet <p>Activity:</p> <ul style="list-style-type: none"> ● Teacher holds up cardboard computer points to one individual part at a time ● Partners find part on computer parts model sheet ● Partnerships explore and discuss what the different parts of their computer are called and how they might work in their own words <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Circulate to give Space Bucks 	<p>Key Resource: Chart Paper, Chart Paper From Previous Lesson, Computer Parts Model Sheet (See Model)</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Review theme and continue to build excitement ● Review what students knew from the previous day (chart paper) ● Review computer parts content from today's student facing video <p>Activity:</p> <ul style="list-style-type: none"> ● Lead a discussion on the connection between computer parts and human body parts from today's student facing video ● Students refer to computer parts model sheet during video and discussion ● Record answers on chart paper and display them in class
	
<p>Key Resource: Posters, Art Supplies</p> <p>Debrief Video:</p> <ul style="list-style-type: none"> ● Break students into partnerships (2-3) assign computer part <p>Activity:</p> <ul style="list-style-type: none"> ● Students need to create a poster of a specific computer part ● On the top should be the computer part name; in the middle is the drawing of the computer part ● Have students draw a web. On each line write the most important things about the computer part - one line should tell how the computer part relates to the human body 	<p>Key Resource: N/A</p> <p>Activity:</p> <ul style="list-style-type: none"> ● Have each group give a 1-2 minute presentation ● If there is time, reflect on how the presentations went <p>Instructor Cues:</p> <ul style="list-style-type: none"> ● Remind students of how to be good audience members ● Remind students that when presenting they should speak with a clear, loud voice, and make eye contact ● Note positive things, along with things to work on for next time

Models 1.2

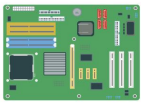


Computer Parts Model Sheet

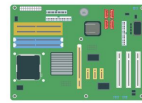
Computer Parts Model Sheet

COMPUTER PARTS

COMPUTER PARTS



MOTHERBOARD
A motherboard is one of the most important parts of a computer. It is the place where all computer parts talk to each other to make the computer work.



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A motherboard is one of the most important parts of a computer. It is the place where all computer parts talk to each other to make the computer work.



POWER SOURCE
Where the computer and its parts get energy.



POWER SOURCE
Where the computer and its parts get energy.



HARD DRIVE
The long-term memory of a computer.



HARD DRIVE
The long-term memory of a computer.



RAM
The short-term memory of a computer.



RAM
The short-term memory of a computer.



CPU
A small square found on the motherboard that does what the computer's programs tells it to do and decides how fast the computer can do it.



CPU
A small square found on the motherboard that does what the computer's programs tells it to do and decides how fast the computer can do it.



PORTS
Where different parts of the computer connects.



PORTS
Where different parts of the computer connects.



NA

NA