LEVEL 1

ACTIVITY 1

Anatomy of a Computer



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Tool you hold in your hand to control a small arrow and click on items on the screen.

Computer mouse



Small storage device that plugs into a computer to save or transfer files.

USB flash drive



Camera that films your face so you can record a video or chat live online with your friends or family.

Webcam



Screen that shows you everything the computer is doing.

PC Monitor



Case that contains all the components needed (cables, cards, drives, etc.) to run a computer.

Central Processing Unit





It is used to transfer digital information (text, images, etc.) onto paper.
It typically uses black and colored inks.

Printer



A set of keys and buttons used to enter text and numbers to give instructions to the computer.

Keyboard



Mission sheet:

Anatomy of a Computer

TOOLS

- The Computer cards

STEP 1: WHO AM I?

SETUP:

- Cut all the 15 Cards Pictures, you won't need the BUG for this step.
- Spread the Picture Cards on the table, face up, so everyone can see them.
- Choose a Game Master (the teacher or a student) to hold the Riddle Cards.

RULES

The game is played clockwise (in the direction of a clock).

The youngest player is the first Game Master.

1. **Listen:** The Game Master reads the first "Who Am I?" card out loud.
2. **Find it:** The player whose turn it is looks at the pictures on the table and picks the one that matches the description and find the name.
3. **The Result:** Well done! If it is the correct match, the player keeps the pair (the picture and the riddle).
    - Bad luck! If the player is wrong or cannot find it, it is the next player's turn to try and find the answer for the same riddle.

Next round: Once a pair is won, the winner becomes the new Game Master and reads a new riddle for the next player.

Who wins?

The game ends when all the cards have been collected.

Count your pairs: the player with the most pairs wins the game!

STEP 2: MEMORY GAME

SETUP

- Cut all the 15 Cards Pictures, you won’t need the BUG for this step.
- Mix them up and place them face down on the table in rows.
- The youngest player starts, and the game moves clockwise.

RULES

1. **Flip:** On your turn, turn over two cards so everyone can see them.
2. **Match:**
    - If the picture and the riddle match, you've found a pair!
    - Keep the cards and have another go.
    - If they don't match, turn them back over in the same spot.
    - Now it’s the next player's turn.
3. **Watch:** When it’s not your turn, try to remember where the cards are!

Who wins?

The game ends when all the pairs are found. The player with the most pairs is the winner!

STEP 3: THE BUG GAME

FOR THIS GAME YOU WILL NEED THE BUG CARD

SETUP

- Use all the Cards, the Ladybug is the intruder.
- Shuffle and deal all the cards. If you have a pair (Picture + Description) in your hand, place it on the table now.

RULES

1. **Pick:** On your turn, hold your cards like a fan. The player to your left picks one card from your hand.
2. **Match:** If they find a match for their new card, they put the pair down. If not, they keep it.
3. **The Bug Card:** Be careful! You don't want to keep the Bug Card in your hand.

Who wins?

The player left with the Bug at the end loses. Everyone else wins!

CONNECT TO REAL LIFE:

Point to a real computer in the room (if available) and ask players to identifiy the components they just learned about.

Ask “What would happen if we don’t have a mouse? How could we use the computer?”
This encourages thinking about function.

REFLECTION:

Can you think of another device that has a ‘monitor’ or a screen?

What other parts of a computer do you know about that we didn’t have cards for?

You can draw them or glue some pictures