LEVEL 2

ACTIVITY 1

Anatomy of a Computer



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Tool you hold
in your hand to move
the pointer
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



Output device that
lets you see what the
computer is doing and
interact with it.

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



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

Keyboard



Working memory
that temporarily
stores
information
and calculations
so that the computer
can run faster.

RAM module



Cable that connects
your computer to your
internet router for a
faster and more stable
connection than
Wi-Fi.

Ethernet cable



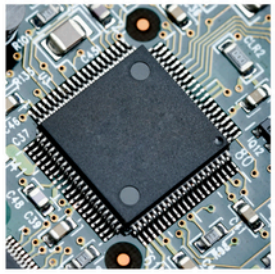
High-definition cable
that transmits both
video and audio
to a display.

HDMI cable



A system that hosts
and distributes
computer data
24 hours a day to
thousands of users
simultaneously.

Server (computing)



It is the computer's electronic processor. The processor executes program instructions and coordinates the entire machine.

Processor



Storage device used to permanently store all your files and software.

Hard drive



Universal, reversible connector that
can be used both to charge your electronic devices
and to transfer data quickly.

USB-C cable



A device that allows you to connect multiple devices to each other and to the Internet.

Router



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.
- The Game Master keeps the "Who Am I?" cards in his hand and act as the narrator.

RULES

The game moves clockwise, starting with the youngest player.

- **The Challenge:** The Game Master reads a "Who Am I?" card aloud to the group.
- **Identification:** The current player must identify the correct image on the table that matches the description.
- **Winning the Pair:**
  - **Correct:** If the player finds the match, they claim both cards (the picture and the riddle) as a point.
  - **Incorrect:** If the player fails to find the right image, the opportunity passes to the next player to try with the same riddle.
- **Moving On:** Once a match is successfully made, the Game Master moves on to the next riddle for the next player in line.

STEP 2: MEMORY GAME

SETUP

- Thoroughly shuffle the 14 cards (Pictures and Riddles). You won't need the BUG card.
- Arrange the cards face down in a neat grid (for example, 2 rows of 7 or a random layout).
- Decide who goes first; the game then proceeds clockwise.

RULES

1. **Flip:** Turn over any two cards.
2. **Match:** If the riddle matches the picture, keep the pair and take a bonus turn.
3. **Mismatch:** If they don't match, flip them back over. Try to remember their positions!

Who wins ?

The game ends when all cards are collected. The player with the most pairs wins!

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:** Hold your cards as a fan. The player to your left pulls one card from your hand.
2. **Match:** If they form a pair with their new card, they play it; otherwise, they keep it.
3. **The Bug Card:** Avoid being stuck with the Ladybug card!

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 didn’t have a mouse? How could you 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