

Teacher instruction:

Computer lesson 1: basics of the computer

Introduction

This is the first lesson of the computer lesson-pre-course, that your students can use to master the basic computer skills they need for the WSWM curriculum. In this first lesson, students learn about the computer, its main hardware components and how these components are connected. The use of the mouse, will be the focus of this lesson.

Key messages

- A computer is a machine that handles information or data. Data can be texts, letters, pictures, images, drawings, sounds and even complete films.
- In the World Starts With Me course we work with computers, so you need some basic skills. This computer pre-course offers you this.
- A computer has a few basic components: the case, the monitor, the mouse and the keyboard.
- The mouse is the device that you use to point, select and move things on your screen.

Aims

- Students learn what the use is of these few computer lessons
- Students learn the basic computer components and especially how to use the mouse

Objectives

By the end of this lesson, students can

Knowledge

Explain the purpose of the computer skills pre-course

- describe the background and basic information from the other students and the trainers
- explain what the course contains and what they will be able to do in five lessons
- explain what will be expected from them during the course
- describe the four main components of a computer (monitor, computer, keyboard and mouse)
- explain how to start working with a computer

Attitude

- Argue that they appreciate participating in The World Starts With Me
- argue that they perceive the course setting as a safe and confident environment
- show they are convinced that the computer can be a new useful tool in their lives

Skills

- demonstrate how to turn the computer on and off
- demonstrate how to connect and disconnect the power cables
- demonstrate how to connect the mouse and the keyboard to the computer
- demonstrate three ways of using the mouse (pointing, clicking and dragging)

Today's program

1	Introduction	10 min
2	Warming Up: The Name Game	10 min
3	Introduction to computer	40 min
4	Introduction to and practice with the mouse	50 min
5	Lesson wrap up	10 min
6	Homework	10 min
	Total	120 min

Instruction activities

1. Introduction (10 min)

Materials: none

Aim

- Students are introduced to the course, the teacher, the equipment and the rules

How

1. Welcome everyone and tell the students what they can expect from the computer course, the value of the lessons and the aim of actual course. Decide whether you want to facilitate 3 or 4 computer lessons: lesson 4 is about surfing the internet, and is only useful if you are connected to the internet with the computers in your lab.

“This computer pre-course is meant for students who like to work with the program The World Starts With Me (WSWM), but don't have any computer skills yet. WSWM is a program about sexual health and rights, that is taught on the computer. So that's why you first need to master some basic computer skills, before proceeding to the actual WSWM-course.

The computer pre-course consists of 4 lessons. The first one is about understanding the basic components of the computer and using the mouse, the second one about naming and saving files and folders, and the third lesson is about using a specific program you can use to make documents: the text processor Word. The fourth lesson is about surfing the internet.“

2. Explain some groundrules and guidelines. Start creating a conducive atmosphere in

which the students feel comfortable to learn. There are a few basics that are important elements of this learning method:

- try to create a safe and open atmosphere, in which students feel free and welcome to ask questions and give their opinion;
- personal attention to students is very important; especially for the shy or unruly ones;
- it is not only important to teach students skills, but it might even be more important to make them think about the content of their work: 'We don't teach just technical skills, but mainly how to use these skills to your own purpose' ;
- teaching does not have much to do with learning things by heart. We try to teach young people to think more for and about themselves;
- what we want to create is a situation in which students feel safe and free to learn, explore and express.

(in the first lesson of WSWM you will actually make a list of ground rules)

2. Warming Up: The Name Game (10 min)

Only offer this game when the participants don't know each other's names. Otherwise think of an energizer yourself (or let one of the students do that)

Materials: none

Aim

- Students learn each other's names and break the ice

How

1. The group makes a circle. Each person in turn calls out his/her name.
2. One person is chosen to start the game. This person must call out someone else's name in the circle and immediately start to walk towards this person. For example, Mphatso calls out David's name and starts to walk towards him.
3. Before she reaches him, he has to select someone else (for example, Memory), call out the name of Memory and walk towards her, and so on.
4. When Mphatso reaches the place where David was standing, she takes his former place and joins the circle again.
5. As the game continues, it should accelerate and should last as long as it takes for each student to remember the names of the other students.

3. Introduction to the computer (40 mins)

Materials

- Handout: basics of a computer
- An actual computer to show the basic parts (computer lab)

Aim

Students are introduced to the main components of the computer

How

Step 1

1. Show the four basic elements: the computer itself (the case), the keyboard, the mouse and the monitor. The keyboard, mouse and monitor are all attached to the computer by the connectors at the back of the computer case.

2. Show how to turn the computer on and off.

Teacher Tip

Have the students stand in a circle around the computer and yourself. Perhaps the inner circle of students can stand on the floor and the outer circle on chairs. You can pass the computer elements around, telling students what the names of the parts are and how they are connected.

Step 2

Students work in pairs on one computer, but every student has to do all parts of the exercise by him/herself:

- Disconnect the power cable, mouse, keyboard and monitor
- Reconnect power cable, mouse, keyboard and monitor
- Start the computer
- Turn the computer off

4. Introduction to the mouse (50 min)

Materials:

- Handout: basics of the computer
- Ministeck game

Aim

- Students discover how the mouse works

How

Step 1

Explain to the students: The mouse is connected to the computer. There are three ways of using a mouse: pointing, clicking (left button, right button and double-clicking) and dragging. Show the students how to use the mouse: clicking, pointing and dragging.

Step 2

The students can play with the mouse, using the Ministeck game (which can be found in tools, games & materials). Give them an assignment such as: make your favourite flower, your own name, a flag, etc in Ministeck. Students will be inspired by the examples!

5. Lesson wrap up (10 min)

How

Ask the students about the things they have learned today. Did they think it was easy or difficult? Ask students whether this is what they expected a computer to be like and what things would they like to do with the computer in the future. To test students' knowledge after the lesson, put the following questions to a few students, while remembering to choose different students to test in each lesson:

- What did you learn in this lesson?
- Put all loose cables in the right openings and start up the computer
- Rehearse the names of five students and the teacher or teachers (if you did the name game)

6. Homework (10 min)

Materials

- Handout glossary of ICT terminology
- Handout basics of a computer

How

- Instruct the students that they should read both handouts before next lesson.
- They should write down the names of the main components.
- They should write down the questions they have about computers, so next lessons you can cover these.

EXTRA: If you have time left on the computer there are extra exercises:

- Do the extra mouse exercise

Tools, games, materials

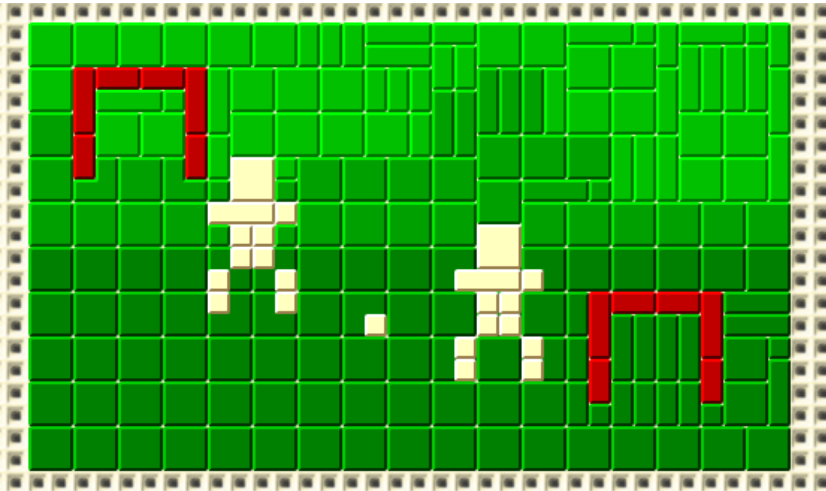
- Handout: basics of a computer
- Handout glossary of ICT terminology
- Ministeck

Extra materials

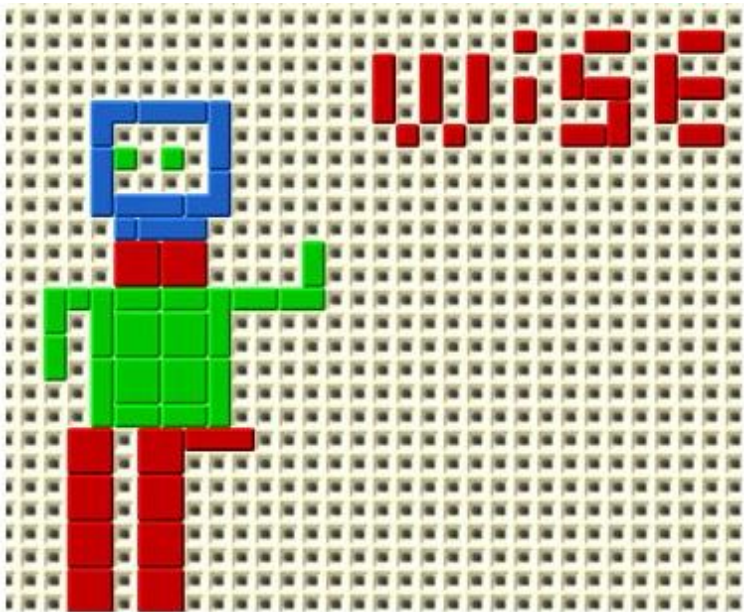
- Do the extra mouse exercise

Examples

Football field made of ministeck



A man and character trait made with ministeck



A figure in someone's favourite colour made with ministeck

