



TOPIC: INTRODUCTION TO COMPUTERS

LESSON 2 & 3: PRACTICAL ACTIVITY 1

SUBTOPICS

1. Definition of a computer.
2. Parts of a computer.

LESSON OBJECTIVES

By the end of the lesson, the learner should be able to:

- a) Identify and define a computer
- b) Identify and state the different parts of a computer
- c) Describe each parts of a computer and their uses. They include: the chassis, the keyboard, the mouse, harddrive, motherboard, cd/dvd drives, expansion slots, powers supply unit, heat sink, system fan, random access memory, USB sockets and other relevant parts

Practical Requirements

1. Desktop computers dismantled in parts
2. Photos of a computer and parts of a computer. Can be shown with a projector.

Activity

The computer teacher should ensure that all students are exposed to a computer and different parts of a computer and their uses. These devices include: the chassis, the keyboard, the mouse, harddrive, motherboard, cd/dvd drives, expansion slots, powers supply unit, heat sink, system fan, random access memory, USB sockets and other relevant parts.