Getting to know a computer

Description	This activity will allow students to be able to follow a sequence of phases in order to assemble a PC. Students will make a video for YouTube and will thus use different tools and digital applications.

Tag
- Blog
- Graphic
- Video
- Videogames
- Web
- Youtube

Skills

PRODUCTION
- To create and modify audiovisual productions
- To create and modify graphic productions
- To use filming and editing tools
- To use photographic and editing tools
- To modify software and hardware
- To code software and build hardware
- To modify software and hardware

CONTENT MANAGEMENT
- To search, select and download
- To manage content archives
- To manage content dissemination and sharing

SOCIAL MANAGEMENT
- To participate in social media
- To coordinate and lead
- To teach

MEDIA AND TECHOLOGY
- To recognize and describe
- To take action and to apply

NARRATIVE AND AESTHETICS
- To evaluate and reflect
- To take action and to apply

PERFORMANCE
- To act

RISK PREVENTION
- To recognize and describe
- To evaluate and reflect
- To take action and to apply

Learning areas
- Technologies

Card language
- English
- Spanish
- Italian

Structure

Sessions	7 (Variable)
Duration	50' (Variable)
Number of participants	20/30
Age	• 14-16 • 17-18
Materials	• Phone to record • Own computer • Hardware simulator • Editing software • In addition (optional), parts of the pc hardware to be assembled may be provided by the teacher

Process

Key questions	• What do students know about these technological contents? • How can they produce a video? • What knowledge do you have about hardware? • What precautions do you have to have with a computer?
Development	(*The number of sessions is indicative*) The class is divided into groups of several students. The goal is to practice how they would assemble a computer and how they would explain it later to their classmates through an audiovisual production. The idea is that the video has a short duration and that it is rhythmic, simulating the language of the videos made for YouTube. Information search through different sources on how to build a computer. (1 session) Simulation and rating of results through computer creation simulation software. (1 session) Practice in the laboratory on how to assemble the computer. (2 sessions) Recording and editing video-tutorials. 2 sessions Exhibition and realization of a graphic display of how the different computers were constructed. 1 session Video tutorials made by students are screened. 1 session (*In the case that a group wants to upload their video to YouTube, it is necessary to take into account the age of the young people and request the corresponding permission from their parents and/or guardians as well as the school*).
Evaluation	The evaluation should be based on the following contents and/or competences: • In groups and in a timed way, they compete to obtain the best score in the simulator. The two best groups will be rewarded with a bonus in their note. • The exhibition of the graphic display: the clarity of the concepts and the objective rigor of the procedure should be assessed. The means used to make the exhibition should also be assessed. • The video should be well planned, pedagogical and creative. The production and the equal participation of all the members of the group should be valued. Objective evaluation carried out during the sessions in the laboratory. Degree of involvement of each student.
References for professors	• https://claudiu-kiss.itch.io/pc-building-simulator • YouTube tutorials • https://www.xataka.com/ • http://www.tomshardware.com/
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