PRE-CODING FOR SCHOOLS

Connect the Dots: Hardware

About This Activity

Introduction

In this activity, learners will be shown a connect-the-dots activity with partially completed images of hardware items. They will be asked to connect the dots to finish the images and then name the object. There are five different variations of the connect-the-dots activity so that learners can practice more than once.

Objective

Upon completion of this activity, learners will:

· show that they can identify common hardware items

What You Need

This activity requires a low amount of facilitator participation.

Each sheet will take about 10 minutes to complete depending on the learner's skills. You will need the following supplies:

• Pencil

Facilitator's Instructions

Since learners will need prior knowledge of hardware items to complete this activity, it is recommended to have your learner complete the previous activities in this sequence before attempting this one.

- 1. Print out the Learner's Sheet pages.
- 2. Gather a pencil.
- Tell your learner about this activity: "Today, we're going to see how well you
 can identify hardware items by using connect-the-dots! You will finish the
 rest of the images on the page by following the numbers for the connectthe-dots and then write in the name of the object you drew."
- 4. Have your learner start based on these instructions and let them know to tell you when they are all done.
- 5. Check their work based on the answer key provided in the next section.



STEM ACTIVITY

FOR SCHOOLS Page 2

Connect the Dots: Hardware

Facilitator's Instructions Cont'd

- 6. Go over any errors with your learner.
- 7. Congratulate your learner on a job well done!
- 8. Have your learner complete the other connect-the-dots to keep practicing. You may also have them repeat any of the connect-the-dots if they need additional practice.

Standards Addressed

CSTA

1A-CS-02, Computing Systems, Hardware and Software: Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).



STEM ACTIVITY FOR SCHOOLS - FACILITATOR'S SHEET

Page 3

Connect the Dots: Hardware

Answer Keys

From left to right, top to bottom, the images are as listed in the answer keys below.

Answer Key #1

- 1. Desktop
- 2. Laptop
- 3. Mute button
- 4. Mouse

Answer Key #2

- 1. Monitor
- 2. Screen
- 3. Touchpad
- 4. Speaker

Answer Key #3

- 1. Charger
- 2. Headphones
- 3. Flash Drive
- 4. Modem and router

Answer Key #4

- 1. Enter Key
- 2. Keyboard
- 3. Power button
- 4. Volume buttons

Answer Key #5

- 1. Printer
- 2. Scanner
- 3. Tablet
- 4. Smartphone

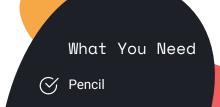


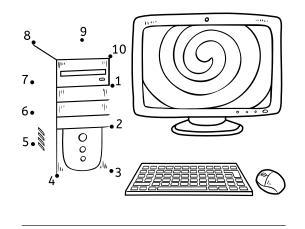
STEM ACTIVITY FOR SCHOOLS - LEARNER'S SHEET Page

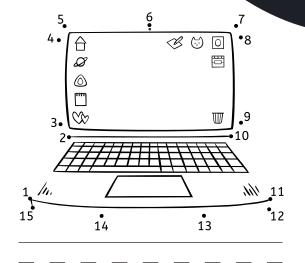
Connect the Dots: Hardware #1

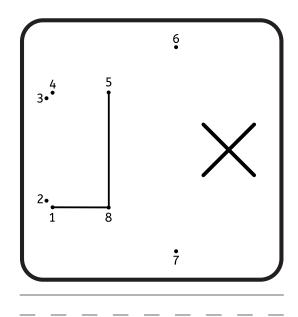
Directions

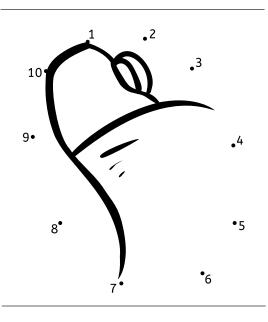
What hardware items are these? Connect the dots to find out! Then, write in the name of the item.











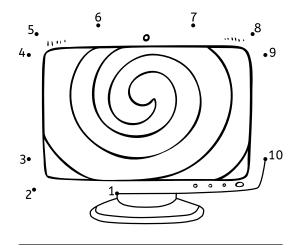
STEM ACTIVITY FOR SCHOOLS - LEARNER'S SHEET Page 5

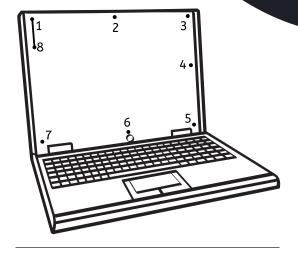
Connect the Dots: Hardware #2

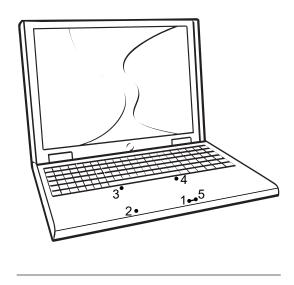
Directions

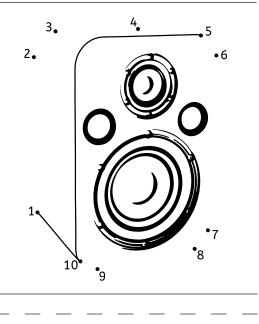
What hardware items are these? Connect the dots to find out! Then, write in the name of the item.











STEM ACTIVITY FOR SCHOOLS - LEARNER'S SHEET

Page 6

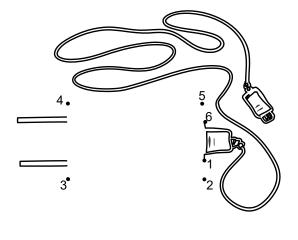
Connect the Dots: Hardware #3

Directions

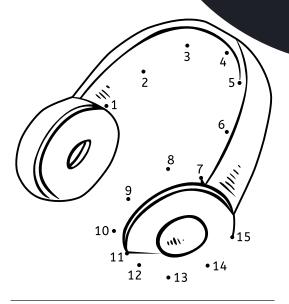
What hardware items are these? Connect the dots to find out! Then, write in the name of the item.

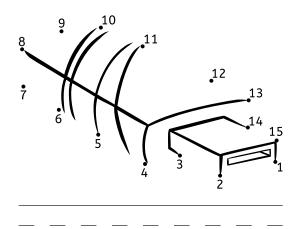
What You Need

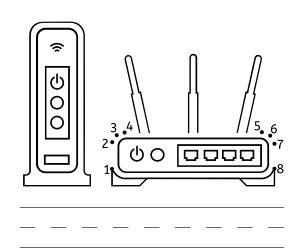
⊘ Pencil













FOR SCHOOLS - LEARNER'S SHEET

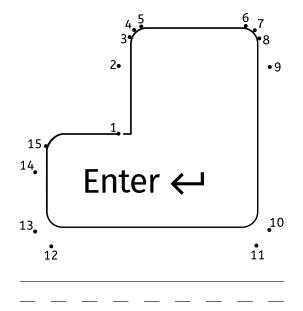
Page 7

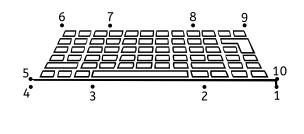
Connect the Dots: Hardware #4

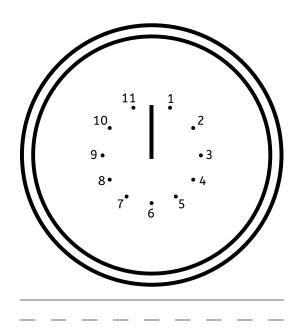
Directions

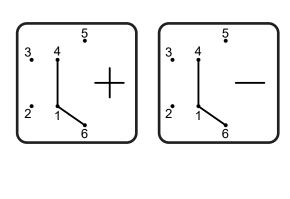
What hardware items are these? Connect the dots to find out! Then, write in the name of the item.













FOR SCHOOLS - LEARNER'S SHEET

Connect the Dots: Hardware #5

Directions

What hardware items are these? Connect the dots to find out! Then, write in the name of the item.

What You Need



