

# Matching: Hardware (Readers)

## About This Activity

### Introduction

In this activity, your learner will play a matching game. Learners will be given a sheet with images of hardware on one side and descriptions of users and an activity they are trying to do on the other side. Based on what the user is trying to do, the learners will draw lines to match the hardware items with the users and their activities. There are five different variations of this activity so that learners can practice more than once.

### Objective

Upon completion of this activity, learners will:

- show that they can match common hardware items to their uses

## What You Need

This activity requires a low level of facilitator participation.

Each matching sheet will take about 10 minutes to complete.

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 your supplies.
3. Give your learner one of the matching game sheets.
4. Tell your learner about this activity: "Today, you're going to play a matching game! On this sheet, there are images of hardware items on one side and descriptions of users and activities they are trying to do on the other. You will draw lines to match each hardware item with a user and their activity. When you're done, we'll see how many you got right."

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## Facilitator's Instructions Cont'd

5. Ask your learner to tell you when they are all done.
6. When they are done, check their work against the answer key.
7. Congratulate your learner on a job well done!

## Answer Keys

The answers for all versions of this activity can be found on the next pages.

## 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).

# Matching: Hardware (Readers)

## Answer Key #1

1. Josh is watching a video on Mom's computer. What part of the computer can he see the video on?		
2. Lena's tablet battery is low. What can Lena use to get more power into the tablet?		
3. Mila is double-clicking on her laptop, but her mouse is broken. What part of the laptop can Mila use instead to double-click?		
4. Abdul plays a math game by clicking the correct answer. What can Abdul use to click on the answer?		
5. Drew is typing an email to his cousin. What is he using to type the email?		

## Answer Key #2

1. Dani wants to do some online shopping. What device(s) connect her computer to the Internet?		
2. Sean listens to music while he studies at the library. What should he use to keep his music from disturbing others in the library?		
3. Dot wants to email a paper photo to her friend. What can she use to turn the paper photo into a file that can be emailed?		
4. Kevin needs a paper copy of the homework he did on his computer. What can he use to make this happen?		
5. Janessa and her friends are listening to music together. What listening device should they use to make sure all of them can hear the music?		

# Matching: Hardware (Readers)

## Answer Key #3

1. Nagy's computer is large. It never moves from his desk. What kind of computer is he using?		
2. Dan needs to work on a paper at home. It is saved on a desktop at school. What can he use to save the file and make it portable?		
3. Julie downloads e-books that she can read anywhere on a screen that is bigger than a smartphone. What is she using to do this?		
4. Kenya can call, text, or video chat with her friends with something small enough to carry everywhere. What kind of device is she using?		
5. Len takes his computer to the library and Grandpa's house. What kind of computer is he using?		

## Answer Key #4

1. Jed wants to start typing a new line of text. What can he push to do this?		
2. Elisa can't hear the directions to her online game. What button(s) does she need to push to turn the volume back on?		
3. Chan is finished using his tablet. What button(s) should he push to turn it off?		
4. Mary Clare wants to watch an online video using her desktop. What device will she watch it on? (Hint: the answer is a device, not PART of a device.)		
5. Matthew does not like the background music of his video game. What button(s) can he push to adjust this?		

# Matching: Hardware (Readers)

## Answer Key #5

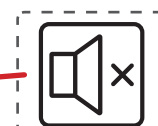
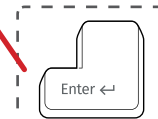
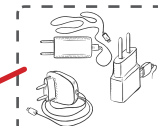
1. Serena has finished reading page three and is ready to go to page four.

2. Stu listens to music as he jogs.

3. Annie's screen folds down onto her keyboard.

4. Julian plugs in his smartphone each night.

5. A fire engine races down Logan's street during a video chat.



# Matching: Hardware #1 (Readers)

## Directions

Let's play a matching game! Read the descriptions of the users and activities they are trying to do on the left side. Then, look at the images of the hardware items on the right side. Draw lines to match the correct hardware item with the user and activity.

1. Josh is watching a video on Mom's computer. What part of the computer can he see the video on?

2. Lena's tablet battery is low. What can Lena use to get more power into the tablet?

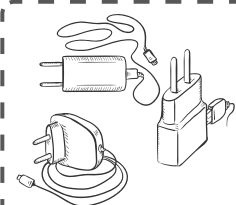
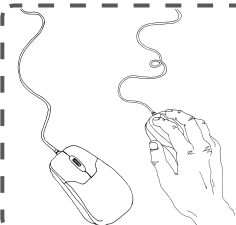
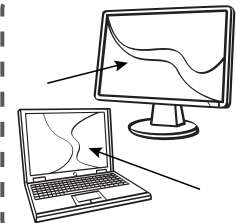
3. Mila is double-clicking on her laptop, but her mouse is broken. What part of the laptop can Mila use instead to double-click?

4. Abdul plays a math game by clicking the correct answer. What can Abdul use to click on the answer?

5. Drew is typing an email to his cousin. What is he using to type the email?

## What You Need

✓ Pencil



# Matching: Hardware #2 (Readers)

## Directions

Let's play a matching game! Read the descriptions of the users and activities they are trying to do on the left side. Then, look at the images of the hardware items on the right side. Draw lines to match the correct hardware item with the user and activity.

### What You Need

✓ Pencil

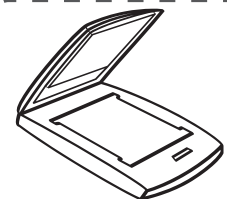
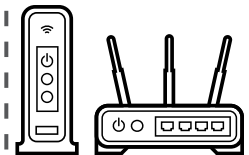
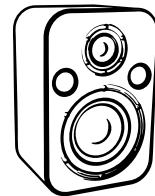
1. Dani wants to do some online shopping. What device(s) connect her computer to the Internet?

2. Sean listens to music while he studies at the library. What should he use to keep his music from disturbing others in the library?

3. Dot wants to email a paper photo to her friend. What can she use to turn the paper photo into a file that can be emailed?

4. Kevin needs a paper copy of the homework he did on his computer. What can he use to make this happen?

5. Janessa and her friends are listening to music together. What listening device should they use to make sure all of them can hear the music?



# Matching: Hardware #3 (Readers)

## Directions

Let's play a matching game! Read the descriptions of the users and activities they are trying to do on the left side. Then, look at the images of the hardware items on the right side. Draw lines to match the correct hardware item with the user and activity.

### What You Need

✓ Pencil

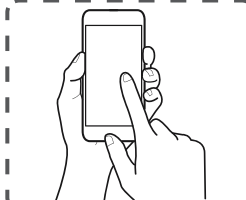
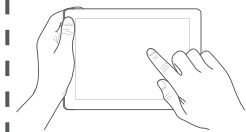
1. Nagy's computer is large. It never moves from his desk. What kind of computer is he using?

2. Dan needs to work on a paper at home. It is saved on a desktop at school. What can he use to save the file and make it portable?

3. Julie downloads e-books that she can read anywhere on a screen that is bigger than a smartphone. What is she using to do this?

4. Kenya can call, text, or video chat with her friends with something small enough to carry everywhere. What kind of device is she using?

5. Len takes his computer to the library and Grandpa's house. What kind of computer is he using?





# Matching: Hardware #4 (Readers)

## Directions

Let's play a matching game! Read the descriptions of the users and activities they are trying to do on the left side. Then, look at the images of the hardware items on the right side. Draw lines to match the correct hardware item with the user and activity.

1. Jed wants to start typing a new line of text. What can he push to do this?


2. Elisa can't hear the directions to her online game. What button(s) does she need to push to turn the volume back on?

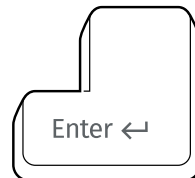
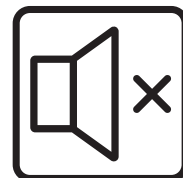
3. Chan is finished using his tablet. What button(s) should he push to turn it off?

4. Mary Clare wants to watch an online video using her desktop. What device will she watch it on? (Hint: the answer is a device, not PART of a device.)

5. Matthew does not like the background music of his video game. What button(s) can he push to adjust this?

## What You Need

 Pencil



# Matching: Hardware #5 (Readers)

## Directions

Let's play a matching game! Read the descriptions of the users and activities they are trying to do on the left side. Then, look at the images of the hardware items on the right side. Draw lines to match the correct hardware item with the user and activity.

1. Serena has finished reading page three and is ready to go to page four.

2. Stu listens to music as he jogs.

3. Annie's screen folds down onto her keyboard.

4. Julian plugs in his smartphone each night.

5. A fire engine races down Logan's street during a video chat.

## What You Need

✓ Pencil

