

# Parts of a Computer

TOPIC: BASIC KNOWLEDGE OF COMPUTING SYSTEMS (HARDWARE)

GRADES: K-2

LESSON DURATION: 30-40 MINUTES

SOFT SKILLS: COMMUNICATION, COLLABORATION (VIA EXTENSION ACTIVITY)

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## Learning Outcome:

- Students will label the major aspects of a computing system (hardware) by picture and proper term.

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## Materials:

- [Teacher Notes with student activities contained](#)
- Computer and other devices (for presentation/visual display)

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## Activities:

1. The teacher should explain that today students will identify the different parts of a computer.
2. This works best as a hands-on presentation in which the teacher discusses the following parts of a computer: monitor, mouse, printer, keyboard, thumb drive, and central processing unit. A basic overview/discussion on the functions of each aspect should occur. The teacher can use either physical examples of the parts or pictures (depending upon availability). The presentation should be visual.
3. As the discussion occurs, the teacher should label each part of the computer with a sticky note as the students supply the terminology or allow the students to label each part. The teacher should serve as the facilitator of information with the students supplying most, if not all the identification information.
4. The teacher can also take this opportunity to talk about safety/usage tips. For example, when identifying the keyboard, the teacher can talk about the function but also remind students that they should type gently and wash their hands after using a public keyboard. Other tips: do not eat or drink food while typing. Remind students that there is always another human with feelings on the other side of the monitor if interacting online. The computer has one major difference from humans in that it can remember everything we do with it. (\*This could be expanded into a discussion on digital footprints)
5. The teacher can also present a tablet and a smartphone so that students know the terminology and basic differences between the devices. For example, why is there no keyboard on an iPad? What takes the place of the keyboard? \*This activity is best done with an old computer so that students can handle and touch the parts of a computer.

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## Enrichment/Assessment:

- Students can complete the [Drag and Drop](#) activity found on code.org with a partner. This activity teaches kids how to use a mouse, how to work with a partner, and how to solve a picture puzzle (matching). Students need one laptop and internet access for this activity.
- The activity is available at <https://code.org/curriculum/course1/3/Teacher>

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