

Foundation Programme in Literacy, Numeracy and Skills

DIGITAL LITERACY GRADE 7 | Part 1 **Teacher's Guide**



Mauritius Institute of Education
under the aegis of



Ministry of Education &
Human Resource

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Card 1

Core Competency: Use the computer system to perform various tasks

Element: Ability to recognise and name basic hardware parts.

Performance Criteria:

- Identify key computer components (monitor, keyboard, mouse, printer, speaker, webcam).
- Match components with their corresponding names.

Purpose of Activity: To introduce students to common computer hardware components.

Learning Outcomes:

By the end of this lesson, students should be able to:

- Identify and name the basic parts of a computer system
- Match parts of a computer to their name through a matching activity.

Resources and Materials:

- Real or dummy computer parts.
- Flashcards.
- Chart, markers.
- Pictures or posters of computer components.

Implementation Guidelines:

1. Begin with a brief discussion, using the following prompts:
 - "What is a computer?"
 - "Where do you see computers?"
 - "What are computers used for?"
2. Show real items or images of the basic parts of a computer.
3. The teacher names each part and asks students to repeat the same by showing or pointing to the specific part.
4. Engage students in a matching game using flashcards.
 - Divide students into groups.
 - Provide separate flashcards with images and names.
 - Provide guidelines for the exercise.
 - Get the students to work collaboratively and provide necessary support.
 - Students present their work.
5. Activity: Students draw a computer and label the different parts.

Assessment:

- Activity 1: Label the parts on a diagram.
- Activity 2: Match the parts of the computer to their corresponding names.

Extension of Activity:

- Introduction to additional parts (motherboard, power supply, CPU, RAM, hard disk, SSD).
- Students can see and touch the components of a computer system in a computer lab under the supervision of teachers and lab attendants.