

# Foundation Programme in Literacy, Numeracy and Skills

## DIGITAL LITERACY GRADE 7 | Lesson 1 **Teacher's Guide**



Mauritius Institute of Education  
*under the aegis of*



Ministry of Education &  
Human Resource

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## DIGITAL LITERACY PANEL

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## Parts of a Computer System

**Core Competency:** Use the computer system to perform various tasks

**Element:** Describe the major components of the computer system and their functions.

**Performance Criteria:**

- Identify key computer components (monitor, keyboard, mouse, printer, speaker, webcam)
- Match the 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.