4565: Computing Foundations for a Digital Age Unit 1

# Day 6 Lesson Plan: Hardware Trading Cards - Presentations

## **Objective**

Students will present their completed hardware trading cards to the class, explaining the function and importance of their selected component while practicing clear communication and active listening skills.

## **Word Bytes**

- **Central Processing Unit (CPU)** The primary part of a computer that carries out instructions of a program by performing basic arithmetic, logic, and control operations.
- **Graphics Processing Unit (GPU)** A specialized processor designed to accelerate graphics rendering and perform parallel operations for complex image and video tasks.

#### **Materials**

- Student-completed Google Slides or Doc trading cards
- Presentation rubric or feedback form (optional)

#### **Activities**

#### Set the Stage

•	Explain the expectations for presenting:
	☐ Speak clearly and confidently
	☐ Explain the part's function and why it matters in a computer
	☐ Share an interesting fact or real-world application
•	Optional: Provide students with a printed or digital rubric that shows what makes are effective presentation.

### **Hardware Trading Card Presentations**

- Each pair (or individual) presents their card to the class.
- As others watch, encourage note-taking or brief reflections:
  - "What is one thing you didn't know before?" "Which component do you think is most essential and why?"

• Teacher may ask quick follow-up questions after each presentation to clarify or deepen the learning.

#### Whole-Class Wrap-Up Discussion

- Ask: "What themes did you notice across all the components?"
- Prompt: "If you were designing a new device, what parts would be most important to include first—and why?"
- Students add "CPU" and "GPU" to their Word Bytes dictionary with examples.
- Suggested examples:
  - CPU The brain of the computer that runs apps and performs tasks.
  - o GPU Helps process images and videos, like in games or video editing.

#### **Optional Peer Shout-Outs**

- Give students a chance to recognize a peer's presentation ("I liked how they explained...", "Their card had a really cool design...").
- This builds community and reinforces listening.

