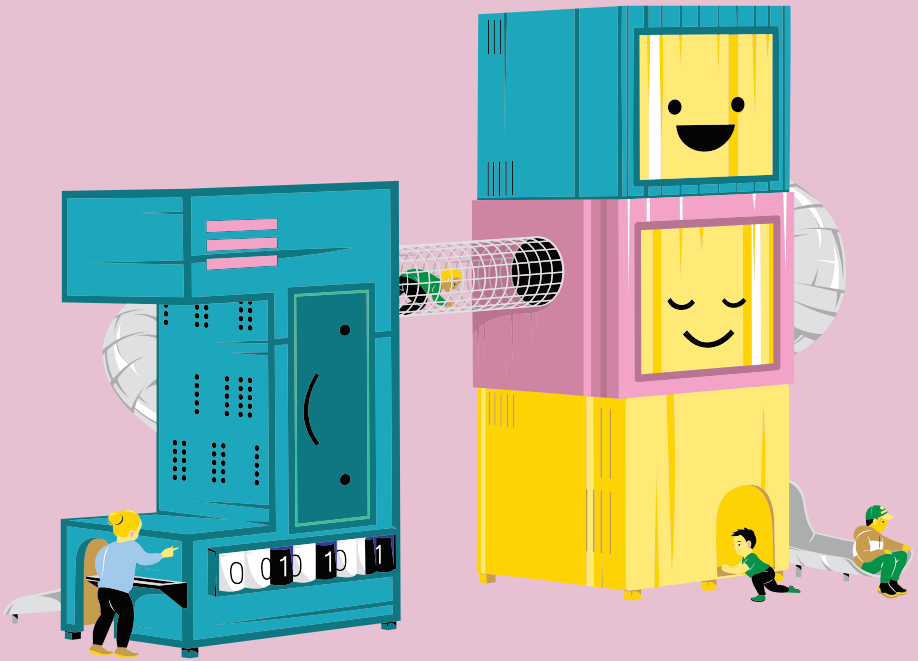


COMPUTER TOWER



This activity supports students' understanding of the concepts of input and output, introduces them to basic technological processes, and encourages the use of imagination to visualize how technology works.

Computer Tower

Input and Output: Students act as the input and output of a computer.

When entering the computer, they represent the input, and when exiting through the slide, they become the output. Before climbing the computer tower, discuss the types of programs found in computers. Each student selects a program, such as a favorite game, TV show, or video call app.

The facilitator "starts" the computer, and students move inside the tower, simulating their chosen program.

Tip:

Add an update to the game – the instructor can shout "update in progress," and everyone must move slower or faster.

Digital Competency Path Objectives:

- I can log in and out of computers, programs, and apps **(Grade 1)**.
- I can turn on and off computers and tablets **(Grade 1)**.
- I have used different programs or apps at school **(Grade 2)**.
- I actively try different devices and programs or apps for media production **(Grade 3)**.

Curriculum Connections:

- **Early Childhood Education:** Environmental exploration and technological thinking
- **Pre-Primary:** Mathematical and logical thinking, ICT readiness
- **Grades 1-2:** Students learn to observe and understand basic environmental structures (Environmental Studies).
- **Grades 3-6:** Students deepen their understanding of environmental phenomena and interconnections (Environmental Studies).