4-H Training Topics - Computer Power Unlimited (CPU)

Background:
Computer Power Unlimited (CPU) is a Computer Science Project for youth interested in gaining experience in computer building, repairing and networking. In addition, a website provides links and resources to a variety of extended learning opportunities.

Resource:
Anatomy of a Browser Page, Newbie Know-How, pages 8-9

Ice Breaker ideas at the following:
URL: http://www.4-h.org/images/curriculum/computer/teens-teaching-tech/Ice-Breakers.pdf

Materials Needed:
Handouts of a browser page, included in this Training Topic or found in **Anatomy of a Browser Page, Newbie Know-How, page 9**, pencils or pens.

Preparation Time:
Review the *Computer Power Unlimited* (CPU) project materials; make copies of the browser page.

Arrange the tables, chairs and materials.

Allow 20 minutes for preparation and set up time.

1 Opening Activity

What to Do	What to Say	Minutes
Have the browser page handouts and pencils available as people arrive. Ask each person to complete the handout by visiting with others and discovering the answers. End the activity 3 minutes after the training is scheduled to start.	Be sure to pick up a copy of the browser page handout and then mingle and ask others if they can explain what each part of the browser does. Meet as many people as possible in 3 minutes.	3

2 Curriculum

What to Do	What to Say	Minutes
Introduce the *4-H Computer Power Unlimited (CPU)* Series. Show the four curriculum guides.	Thank you for coming to today's training on the *Computer Power Unlimited (CPU)* curriculum. The four guides include: **Newbie Know-How** intended for people with little or no computer experience. **Inside the Box** for youth 12 and older. **Peer to Peer** for youth 12 and older. **Teens Teaching Tech** for youth 14 and older.	1

3 Staff Introductions

What to Do	What to Say	Minutes
Adjust introductions according to the number of people attending. If it is a group of 3 or less each person can talk about 1 minute. If it is a large group each person can mention one computer experience or ask one or two people to volunteer to mention a computer experience.	My name is _____ and I'm here to introduce you to the 4-H computer project. Please introduce yourself and briefly tell the group about your experience with computers. Would you consider yourself a novice, intermediate or a real computer whiz?	3

4 Doing an Activity

What to Do	What to Say	Minutes
Divide into groups of 3-5.	4-H projects help children and youth learn life skills through non-formal education. One way to learn and practice skills is through group activities where people have to work together to accomplish a goal. Each group will have 7 minutes to build a human computer with each person being a different part of that computer. For example one person might be a keyboard and someone else the screen. The group will present a short skit (no more than 45 sec.) to the entire group and demonstrate their computer complete with computer noises. Each person in the group should act out one or more functions of the computer.	10

5 Sharing Ideas

What to Do	What to Say	Minutes
After everyone has performed their human computer skit, reconvene the group to share ideas.	How did each group decide what computer part everyone was going to be? Were there disagreements? Was there a leader? How would children/youth handle this activity? Will children/youth like this activity? Any other comments or suggestions?	5

6 Applying the Experience

What to Do	What to Say	Minutes
Apply this experience to other activities.	What was learned from this activity that can be applied to an experience this week? Would it need to be changed to work well with children/youth? Was this a useful experience? How could it be changed to be more useful? What other resources are needed?	3

7 Making a Plan

What to Do	What to Say	Minutes
Make a plan for starting the *Computer Power Unlimited (CPU)* Project.	Now it's time to work as a group and set some dates. When should meetings begin with the children/youth? Who is the adult project leader? When should another meeting be held for more planning, especially with the children/youth?	5

8 Close

What to Do	What to Say	Minutes
Summarize and close.	Use this short activity when planning with children and youth. It will take more time to complete with children, especially if the group is larger. Get ideas from the youth and plan about ten activities for the project. All 4-H project materials have ideas that can be turned into lesson plans and are fun for adults and children. Are there any questions? We'll explore another 4-H topic at a future staff meeting or training session. Thank you for your interest and enthusiasm.	3