

## **CVCC Summer Camp**

### **“Discover IT”**

#### **Lesson Plans for Monday:**

##### **Orientation: 7:30-8:15**

##### **8:15 – 8:45 (30 minutes):**

Summer camp counselors will introduce themselves to students. Show students where restrooms are, what the rules are about going to the restroom, and where they can go to find cleaning supplies in the classroom, and where they can go to wash their hands.

Emergency procedures: i.e. fire drills, where to call front office, etc.

Assign computer lab seats; discuss CVCC computer class rules with students. Explain what an AUP is and why it's important to have rules when using computers

Brief overview of plans for the week with the students and where to find classroom information. Students are shown where they can save their electronic work.

##### **8:45 – 9:30 (45 minutes):**

**Create a Name Tent:** Students will create a name tent for themselves using Microsoft Publisher. Students will be shown the steps to open the software, choose the template, and decorate the name tent using Publisher tools.

**Print the Name Tent:** Students will be guided on how they can print their name tents in color on the ColorCube printer. In doing so, students will learn how to use the CVCC print dialog box and where to find their print jobs. Students will then fold and attach their name tents to their computers with teachers' help.

##### **9:30 - 10:00 (30 minutes):**

Use Microsoft Publisher to make a paper airplane:

Students will use Publisher to make and decorate a paper airplane. Go to: New - In Available Templates search for: Airplane.

1. Students will use Publisher to choose airplane type and decorate their airplane.
2. Students will then be guided through the saving procedure so they can take their projects home at the end of the camp.
3. Students will Print and Fold their airplanes for a competition in the hallway after the break at 10:00.

##### **10:00 – 10:15 Break (Cafeteria)**

##### **10:15-10:30 (15 minutes):**

For these fifteen minutes, students will be given the opportunity to see whose airplane can fly the farthest from the top of the steps. Students will each be given three tries to get the most distance. The three furthest flights will receive something from the prize box.

**10:30-11:00 (30 minutes):**

- a. Start discussion about the parts of a computer. View YouTube “PowToon” video <http://www.youtube.com/watch?v=cloEYTRMEng> about the internal and external parts of a computer.
- b. Hand out diagram of internal structure of computer.
- c. Pass around internal computer components.

**11:00-12:00 (1 hour):**

Students will be loaned a computer to take the covers off and inspect the insides. Students will follow along with the teachers identifying parts of the computer. Students will receive a paper diagram of a computer motherboard to help them identify the parts.

Teachers will cover the functions of the basic parts of a computer:

- Computer Case
- Power Supply
- Hard Drive
- RAM modules
- Adapter Cards: Network, Video, Audio
- Microprocessor

The teachers will pass around these objects so the students can handle them without removing them from the computer.

**12:00-12:30 Lunch**

**12:30-1:50 (1:20):**

Students learn how to use the Mine Craft Software. Students will all become part of a virtual world. The students will all create their own house with their name at the door of their house. Students will then be able to visit each other in their virtual world.

**1:50 – 2:00 (10 minutes):**

**Clean-up and Dismiss**