**Design Document: Streaming Media Basics**

Class Description

**Curriculum Track**

**Audience**

Teens, College students, and Adults

**Course Length**

90 minutes

**Training Method**

Hands on project

**Purpose**

To teach the class how to disassemble and assemble a desktop computer

Equipment Requirements

Projection screen, projector, computer

Software Requirements

Donated computers, Phillips Screwdriver, tables

Material Requirements

Handout

**Learning Objectives**

At the end of the session, learners will be able to:

1. How to avoid damaging computer hardware
2. Find and identify each computer component
3. Remove all computer components
4. Reassemble all computer components

**Assessment Technique(s)**

Question and answer

Content Outline

***Prep (10-15mins.)***

* Bring all of the computers to the lab
* Bring 3 a 9 in 1 screwdrivers or at least 3 #2 Phillip’s Screw drivers
* Print and get handouts ready
* Have blank paper and writing utensils ready

***Introduction (5mins.)***

* Welcome the class
* Let them know that today we will be disassembling and reassembling a computer at least once.
* Let them know that you will be in the classroom and will be happy to answer any questions you have during the process.

***Identifying parts (10-15mins.)***

* Let the class know before you even begin taking a computer a part you need to know what each part is.
* Hand out the worksheet that has an example of each component. Have the students use this sheet to identify each part. Once they are confident tell them to raise their hands to be tested.
  + During the testing phase take their work sheet away and have them locate and identify all of the parts. If the group seems confident give them a screw driver and a handout that describes how to remove each part.
  + Remind the group that it is often a good idea to take pictures with their phones to identify where all the parts came from.
  + Give them white paper and pencils to separate out their screws.
  + Finally ask them to raise their hands when they are completed the disassembly process

***Disassembling the computer (20-30mins.)***

* After all of the parts have been removed have the group identify all of the parts for you again without their worksheets. Encourage them for doing a great job especially if they identified all of the parts without help.
* If they succeed and properly removed everything allow them to explore the parts and touch them. Let them know that when they are ready they can begin reassembling the computer

***Assembling the computer (20-30mins.)***

* Explain to them now it is time to reassemble the computer. Remind them that what order they insert the parts is important. If they have to force a part, then they have made a mistake. Nothing needs force to be assembled.
* If they forget where a part goes remind them to look at the pictures they took. If worse comes to worse help identify where parts go.
* Remind the group that every single screw has a place and to make sure to use all of them. If they have left over screws they are not done assembling the computer.
* When the group is done make sure to have them raise their hand for a final inspection
  + If they have made no mistakes, then encourage them to ask you questions.

***Assembly complete (?mins.)***

* If time remains encourage the group to stay, and try removing and reassembling again for practice or to have fun further exploring the computer and asking questions.
* If they are done, then thank them for coming and ask them to fill out the survey and attend the final class about problem solving broken hardware and replacing it.