The Computer Inside

Carly Orr & Donna Braaten

EDCP 377

August 11, 2011

Agenda

- Introduction
- Ice Breaker
- Gearing Up for the Mission
- Pico Missions
- Share & Reflect
- Focus Points / Summary
- Next Steps

Introduction

- Welcome to the Computer Inside Workshop for Grades 8-9

- In this workshop we will:
  - Get to know each other
  - Learn the components of a computer
  - Embark on Pico Missions that will take you inside the *computer*
  - Build and program your own creations!
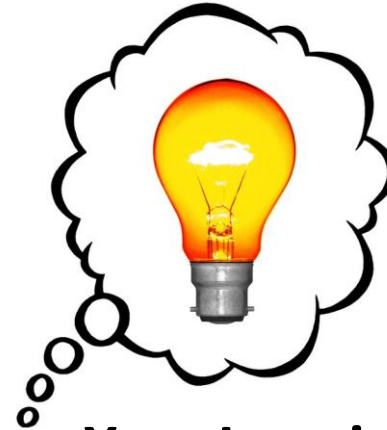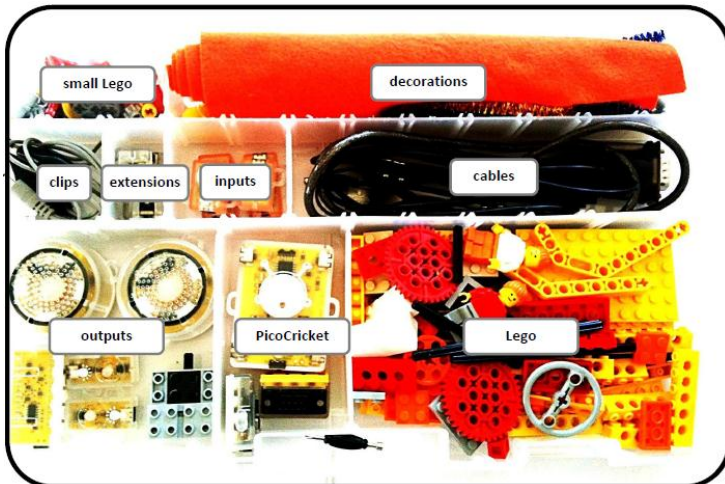
Ice Breaker

Mission IceBreak
The Human
Connection

Gearing Up for the Mission

Computer with PicoBlocks

Your Imagination

PicoCricket Kit

small Lego
decorations
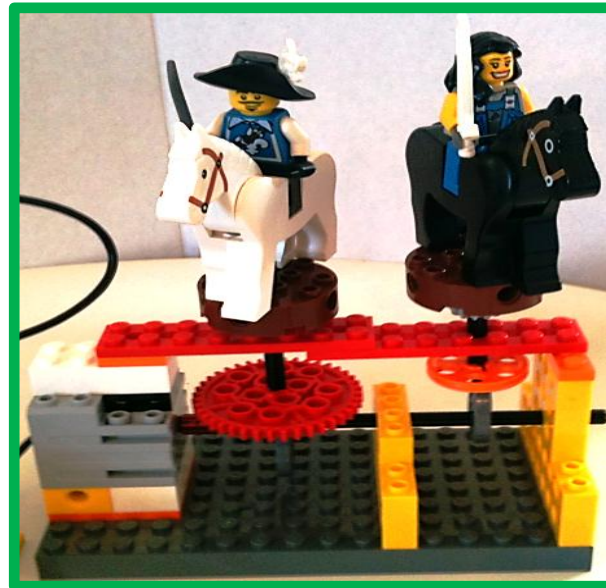clips
extensions
inputs
cables
outputs
PicoCricket
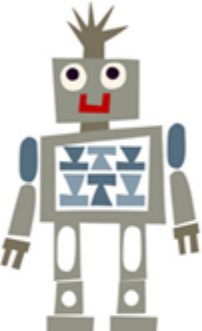Lego

PicoPad

Pico Missions

Mission Inside Out

Mission Dessert to Oasis

Mission Hot Wheels

Share & Reflect

My Notes ... dreams, ideas, actions ...

"Our aspirations are our possibilities."
--Robert Browning

11

Focus Points / Summary

- Computers have 4 components: input, output, processor and memory

- Programs are instructions stored in memory and used when the program starts

- With the same machine, you can swap input types and swap output types

- If you can dream it, you can build

Next Steps

1. Expand the 3 basic machines with your own creativity

2. Create your own invention

3. Extend the Pico Pad by documenting your creation for someone else to use

References

- Cadena, Christine (2007). PicoCricket: A Disappointment for Children: An Overview of the Latest Toy Technology for Creative Children. *Yahoo! Contributor Network*, Jan 3, 2007. Link: http://www.associatedcontent.com/article/105864/picocricket_a_disappointment_for_children_pg2.html?cat=46

- Pico Cricket Website: Link: http://www.picocricket.com

- Province of British Columbia Ministry of Education. Information Technology 8 to 10: Integrated Resource Package 1996.