

LEARNING STRAND 6 DIGITAL CITIZENSHIP

SESSION GUIDES FOR MODULE 1: LET'S FIX COMPUTERS

ALS Accreditation and Equivalency Program: Junior High School



SESSION GUIDES

Alternative Learning System - Accreditation and Equivalency (ALS-A&E)

JUNIOR HIGH SCHOOL: DIGITAL CITIZENSHIP
SESSION GUIDES FOR MODULE 1 (LET'S FIX COMPUTERS)

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Learning Strand 6: Digital Citizenship
Session Guides for Module 1 (Let's Fix Computers)

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User's Guide

For the ALS Teacher/Instructional Managers/Learning Facilitator:

Welcome to the session guide of this module entitled Let's Fix Computers under Learning Strand 6 Digital Citizenship of the ALS K to 12 Basic Education Curriculum (BEC).

The module and the session guides were collaboratively designed, developed, and reviewed by select DepEd field officials and teachers from formal school and ALS, and private institutions to assist in helping the ALS learners meet the standards set by the ALS K to 12 Basic Education Curriculum (BEC) while overcoming their personal, social, and economic constraints in attending ALS learning interventions.

This learning resource hopes to engage the learners in guided and independent learning activities at their own pace and time. Furthermore, this also aims to help learners acquire the needed 21st Century skills while taking into consideration their needs and circumstances.

As an ALS Teacher/Instructional Manager/Learning Facilitator, you are expected to orient the learners on how to use this module. You also need to keep track of the learners' progress while allowing them to manage their learning. Moreover, you are expected to encourage and assist the learners as they do the tasks included in the module.

LET'S FIX COMPUTERS **Module 1 Session Guide**

We use computers for many reasons, such as accomplishing tasks at work, completing our assignments and reports in school, watching movies, playing games, and even reading books online. Many of us find this machine useful, as it makes our tasks easier to accomplish.

Computers have evolved based on the users' needs. They have become more powerful, performing more complex operations despite its small size. New features have also been added. New applications were installed to solve more complex problems or to improve business processes.

This module will identify the different potential software and hardware issues in a desktop computer and discuss how to fix or troubleshoot them. The two lessons in this module are the following:

Lesson 1 – Troubleshooting Basic Computer Software Problems

Lesson 2 – Troubleshooting Basic Computer Hardware Problems

Introductory Activity (optional)

1. Welcome the learners to Module 1, and introduce the lessons covered, the key concepts, and the learning objectives.
2. Let the learners answer the pre-assessment for Module 1 by identifying the components and functions of a computer.

TROUBLESHOOTING BASIC COMPUTER SOFTWARE PROBLEMS

Session Guide No. 1

I. Key Understandings to Be Developed

- The potential software problems and how to fix them
- The importance of learning the skills to avoid spending money for fixing

II. Learning Objectives

1. Identify the different potential software problems of a desktop computer.
2. Demonstrate the procedure of troubleshooting basic software problems of a desktop computer.

III. Resources

- Module 1
- Slideshow presentation
- Video clips on fixing basic software problems

IV. Activity

Introduce lesson 1 by letting the learners answer the following questions in *Trying This Out*.

V. Analysis

1. After the activity, ask some learners the following questions:
 - What are your thoughts about the activity?
 - What are the advantages of knowing how to fix computer errors?
2. Present the most common software-related problems and how to fix them.
3. Show video clips on fixing basic software problems.

VI. Generalization

Emphasize that learners can fix potential problems in a software by maintaining their computer, scanning for viruses, and updating its system. But in case the problem becomes critical, they may call a professional technician to fix it and avoid worsening the problem.

VII. Application

Let the learners answer the activity in *Sharpening Your Skills* by giving solutions to the given software problem of a computer.

VIII. Concluding Activity

1. Ask the learners to answer the activity in *Treading the Road to Mastery* on the importance of knowing how to fix software issues and how it can help them in their daily lives.
2. End the session by reviewing key understandings.

TROUBLESHOOTING BASIC COMPUTER HARDWARE PROBLEMS

Session Guide No. 2

I. Key Understandings to Be Developed

- The potential hardware problems and how to fix them
- The importance of learning the skills to avoid spending money for fixing

II. Learning Objectives

1. Identify the different potential hardware problems of a desktop computer.
2. Demonstrate the procedure of troubleshooting basic hardware problems of a desktop computer.

III. Resources

- Module 1
- Slideshow presentation
- Video clips on fixing basic hardware problems
- Computer unit for demonstration

IV. Activity

Introduce lesson 2 by letting the learners answer the questions in *Trying This Out*.

V. Analysis

1. Process the learner's answers, leading them to understanding of the most common hardware-related problems and their solutions.
2. Demonstrate at least two ways to troubleshoot computer hardware problems.
3. Show video clips on fixing other hardware problems.

VI. Generalization

Emphasize that knowing how to troubleshoot potential computer hardware problems would make it easy for them to find solutions. However, hardware has a life span; thus, remember to use the hardware properly to avoid breaking them early.

VII. Application

Let the learners answer the activity in *Sharpening Your Skills* by matching hardware devices to its potential problems.

VIII. Concluding Activity

1. Let the learners practice how to troubleshoot computer hardware in *Treading the Road to Mastery*.
2. End the session by reviewing key understandings.
3. Ask the learners to answer the posttest in *Reach the Top*.

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