DIGITAL PAIRS

OPERATION OF DEVICES > 0.1 OPERATING COMPUTERS

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL	FORMAT	COPYRIGHT	LANGUAGE
All	All	Level 1	Activity sheet	Creative Commons (BY-SA)	English, French

This workshop involves an adaptation of the classic card game ‘Pairs’ in order to consider basic notions of digital memory.

General Objective	Knowledge acquisition
Preparation time for facilitator	less than 1 hour
Competence area	0 - Operation of devices
Time needed to complete activity (for learner)	1 - 2 hours
Name of author	Antoine Lacoste
Support material needed for training	Cards to print.
Resource originally created in	French

WORKSHOP DIRECTIONS

1 Introduction

This activity aims to discuss and elaborate on certain digital concepts (tools and uses) in a ludic way through an adaptation of the card game 'Pairs'.

Facilitation tip : Beyond the game-based part of this workshop, we recommend you use the game as as a pretext for discussing the issues in the notions touched on. For example, when the pair of cards on fake news is found, take a moment to go over the meaning of fake news, how and why they it is created and how to to not fall it.

2 What is Pairs ?

What better than a simple and clear Wikipedia definition?

'Pairs is a card game in which all of the cards are laid face down on a surface and two cards are flipped face up over each turn. The object of the game is to turn over pairs of matching cards…In turn, each player chooses two cards and turns them face up. If they are of the same [type]…then that player wins the pair and plays again. If they are not of the same [type]…they are turned face down again and play passes to the player on the left.

The game ends when the last pair has been picked up. The winner is the person with the most pairs.'

In our case, pairs will comprise of 1) images and 2) simple descriptions represented by that image. For example, if we have an image of a fan, its matching description will be as follows: 'Keeps the case cool by moving cold air inside and pushing hot air outside'.

Exactly as with the original game, the goal for participants will be to find the pairs of image/description. The winner will be the player who ends with the most pairs.

Facilitation tips*:*

Familiarise yourself with each concept in advance and understand the knowledge level of your group. If they are beginners in the domain of IT, you can either introduce some of the ideas beforehand (on

components, the meaning of GAFA, some of the most widely known aspects of the internet and what to be careful of), or help them directly during the game. Remember that not everyone will necessarily understand which description corresponds to which image, and vice versa.

You could also think about other ways to play depending on how you would like to do things as well as the participants' age group. For example, you could make two groups, each playing their own card game. In this case, the quickest group with match all the cards wins.

3 Cards to print

Computer components

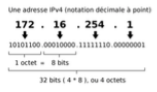
Part of the computer that interprets and executes instructions	Its role is to store data: it's the computer's memory	Its role is to send the computer's sound to computer's speakers or headphones	Used to connect peripherals (mouse, memory key, keyboard) to a computer
			
Keeps the case cool by moving cold air inside and pushing hot air outside	Live memory — storing a computer's short-term information	Electronic board to which all computer components are joined	
			

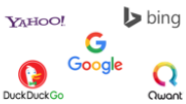
GAFAM and more

The most used and well-known search engine as well as one of the largest international IT companies	Biggest social media platform	American producer of electronic products, associated with the fruit logo	First company to commercialize computers, making them available to the public
			

Currently the most successful film and streaming platform	Largest online retailer	Ridesharing service often used as a replacement for traditional taxis	
			

Internet

Virtual address of each computer or connected device	The totality of online information produced	Information deposited and retained on your computer by a website you visit	Virtual storage space
			

Type of program/app used to access online information	Type of tool for searching for information online	Famous internet acronym
		

Things to avoid

Program designed to break through a computer's defenses and infect it	Technique used to steal your personal data and use it pass for you	Method used to highlight an exaggerated title designed to artificially entice attention	Three-tiered system by which customers make a purchase through an online retailer, who then passes it to the manufacturer
			

Repeated sending on email, often commercial, to a large number of users without their consent	False information published with the objective of fooling or manipulating the reader	Explanations for events or situations that involve sinister and powerful groups, often political in motivation, when other explanations are more probably
		

List of answers, in order, from top left to bottom right:

• Computer components: Processor / Hard drive / Power Supply / USB port/ Ram (or live memory) / motherboard
• Gafam and more: Google / Facebook / Apple / Microsoft / Netflix / Amazon / Uber
• Internet: IP Address / Data (or big data) / Cookies / Cloud / Web browser/ Search Engine / World Wide Web
• Traps: Virus / Phishing / Clickbait / Drop shipping / Spam / Fake-News / Conspiracy theories

4 Conclusion

You can elaborate the discussion depending on what you are interested in, for example programming or

data management.