

# 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 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


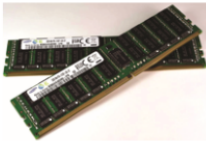

components, the meaning of GAFA, some of the most widely known aspects of the internet and what to be careful of), or help them directly during the game. Remember that not everyone will necessarily understand which description corresponds to which image, and vice versa.

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 |
|--|---|--|-----------------------|

Une adresse IPv4 (notation décimale à point)

172 . 16 . 254 . 1

10001100 00010000 11111110 00000001

1 octet = 8 bits

32 bits (4 × 8), ou 4 octets



|   |   |                         |
|---|---|-------------------------|
| 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.