

Learning Resource Outline

Required Fields	Content
Course Name	Introduction to Computer Hardware
Project Need / Goal	The goal of this project is to create an educational resource that focuses on computer hardware. Computers and technology are getting smaller and smaller, and the personal computer is rapidly making a disappearance. However, the core fundamentals of how computer components work, have stayed the same.
Audience	The target audience for this resource is: <ul style="list-style-type: none"> • Learners aged between 13-16 who are either considering or already studying towards an ICT/Computer Science GCSE
Technology	The learning resource will be created using the following software: <ul style="list-style-type: none"> • Articulate Storyline 360
Delivery Method	Online, Asynchronous learning
Duration	30 Minutes
Course Description	The aim of this resource is to provide learners with a basic overview of computer hardware and its functionality.
Course Objectives	After completing this resource, you will be able to: <ul style="list-style-type: none"> • Identify the hardware components of a computer • Explain the basic functionality of
Key Sections	<ol style="list-style-type: none"> 1. Title Page 2. Introduction Page / Learning Outcomes 3. Unit 1 – Computer Peripherals 4. Unit 2 - Computer Components 5. Unit 3 – Computer Connectors 6. Summary
Key Elements	<ul style="list-style-type: none"> • Writing Style • Interface Design • Interactive Features