**Day 1: Introduction to Computer Hardware**

Objective: Introduce students to the basic components of a computer and their functions.

* Start with a brief introduction to computer hardware, explaining the importance of understanding the components.
* Show images or diagrams of computer hardware components and discuss their functions.
* Conduct a class discussion to reinforce understanding and answer any questions.

**Engaging Activity: Hardware Bingo**

Create bingo cards with different hardware components listed in each square. Distribute the cards to the students and call out the names of the components randomly. Students mark the components on their cards, and the first one to get a line or a full card yells "Bingo!"

**Day 2: Inside the Computer**

Objective: Teach students about the internal components of a computer and their functions.

* Discuss the internal components of a computer, including the CPU, motherboard, RAM, hard drive, etc.
* Show images or videos of the internal components and explain their functions.
* Use one of the available computers to open the case and point out the major internal components.
* Allow students to ask questions and explore the inside of the computer under your supervision.

**Engaging Activity: Labelling Challenge**

Provide a diagram of a computer motherboard to each student. Have them label the major components discussed in the lesson. The student who correctly labels the most components wins a small prize.

**Day 3: Peripheral Devices and Expansion Cards**

Objective: Introduce students to peripheral devices and expansion cards and their role in a computer system.

* Explain the concept of peripheral devices and their various types (printers, scanners, speakers, etc.).
* Show examples of different kinds of peripheral devices and discuss their functions.
* Briefly introduce expansion cards and their purpose in enhancing computer functionality.
* Allow students to interact with some peripheral devices, such as connecting a printer or plugging in a USB device.

**Engaging Activity: Peripheral Device Quiz**

Prepare a list of questions about peripheral devices and expansion cards. Divide the students into teams and conduct a quiz. Each team takes turns answering questions, and the team with the most correct answers wins the quiz.

**Day 4: Troubleshooting and Maintenance**

Objective: Teach students basic troubleshooting techniques and the importance of computer maintenance.

* Discuss common hardware-related issues that students may encounter and how to troubleshoot them (e.g., loose cables, overheating, RAM issues).
* Provide tips on preventive maintenance, such as cleaning, regular software updates, and maintaining proper ventilation.
* Demonstrate how to resolve a simple hardware issue, such as reconnecting a loose cable or cleaning dust from a computer.
* Encourage students to ask questions and share their own experiences with troubleshooting and maintenance.

**Engaging Activity: Troubleshooting Role Play**

Divide the students into pairs and assign them different hardware-related issues to role-play. One student acts as the computer user experiencing the issue, while the other plays the role of the troubleshooter. The pairs take turns identifying and resolving the issues within a given time frame. The pair that successfully resolves the most issues wins the game.