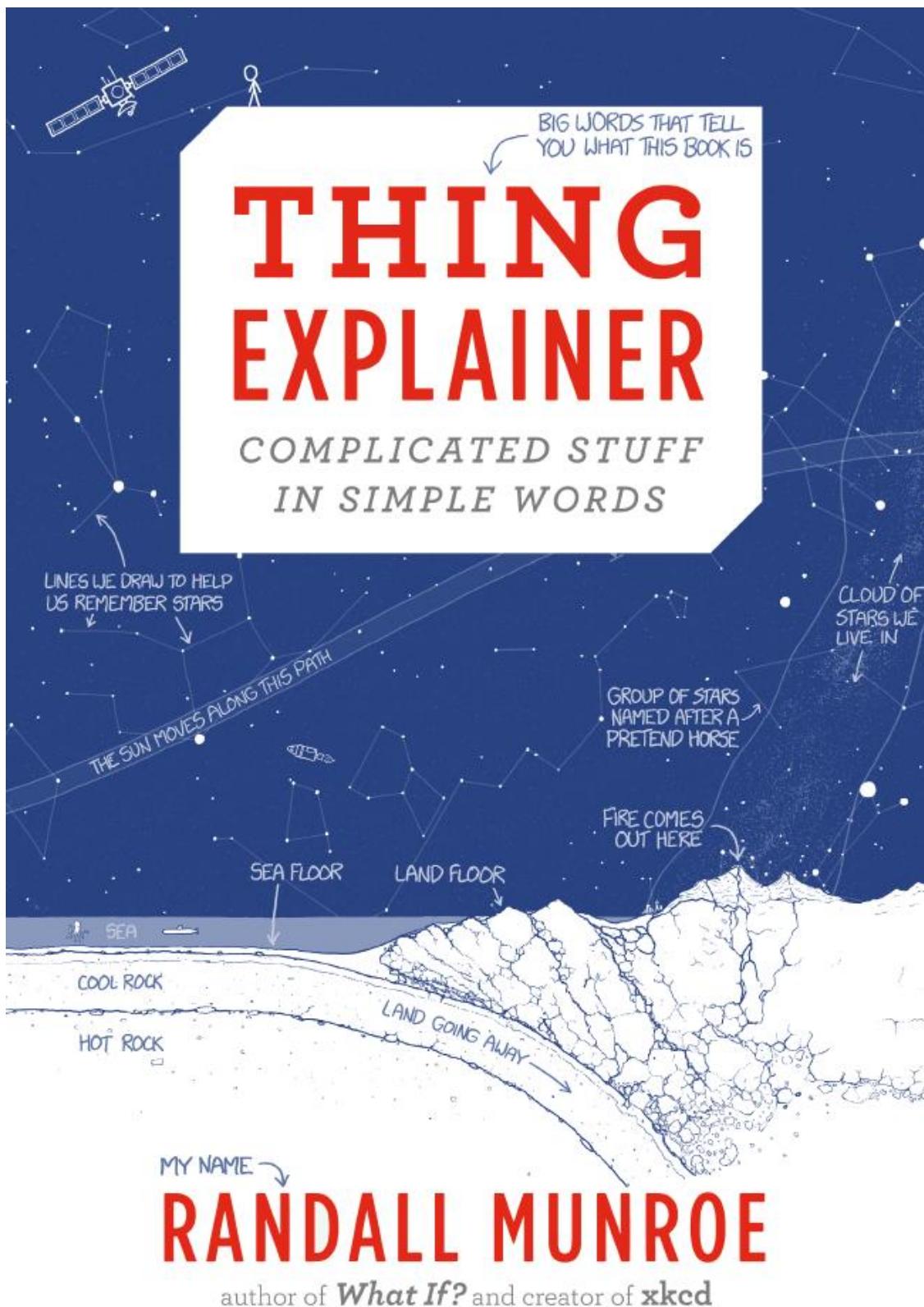


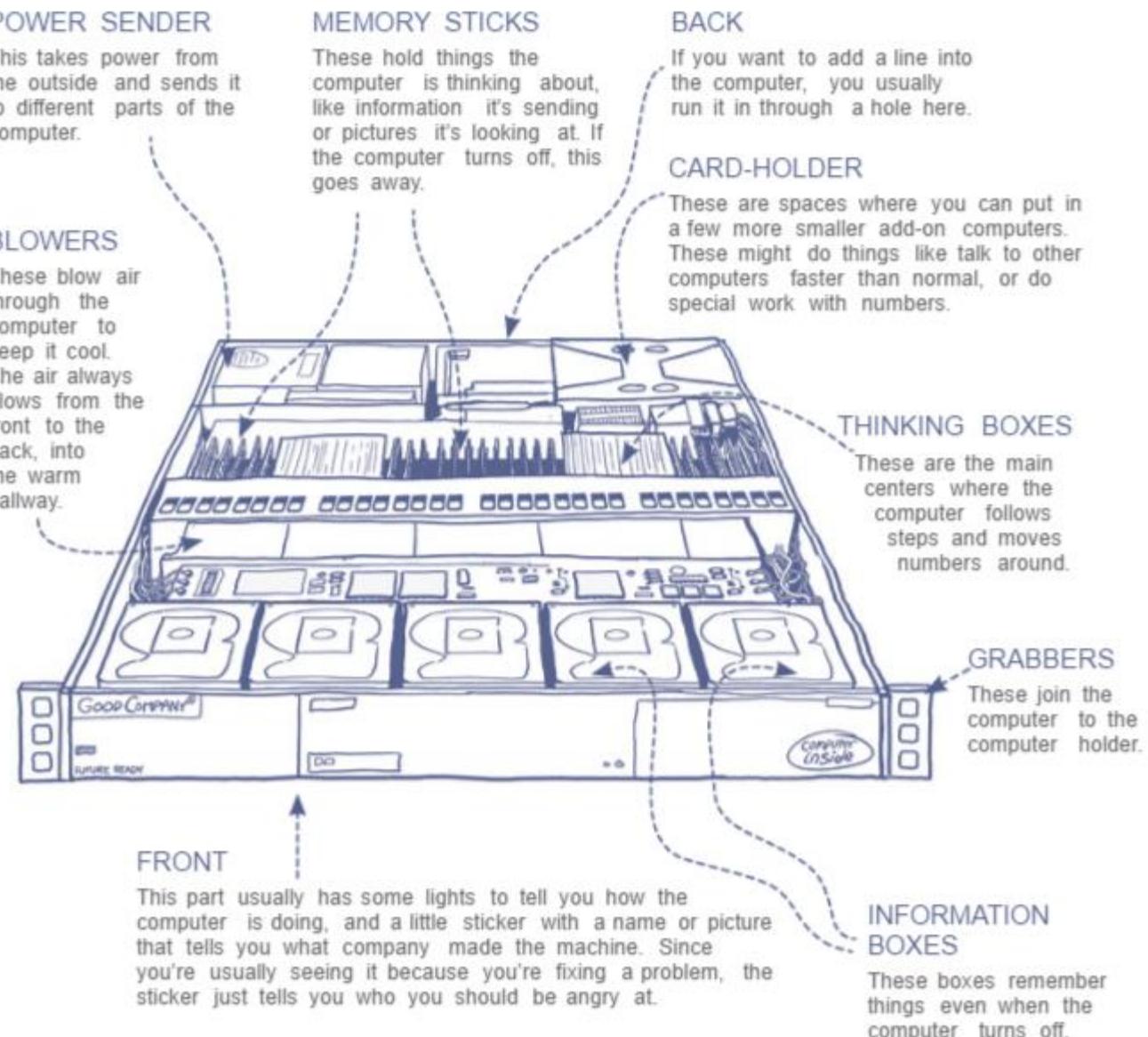
The video to describe this activity is here: <https://youtu.be/tuu7-HGme1E>



## Thing Explainer #1

These diagrams are from a book where the author tried to only use the 1000 most common words to explain complex things.

Read the descriptions and identify the hardware found in the picture.



Word Bank: Fan, Hard Drive, CPU, RAM, Plug (Power Source)

# Thing Explainer #2

## Word Bank: RAM, Fan, CPU, Power Source, Sound Card, HardDrive

### POWER HOLE

This is where you join the computer to the wall so the power box doesn't run out.

### POWER CHANGERS

These all help change one kind of power into another kind. The more of these they use, the calmer the power that comes out is.

### THINKING BOX

Lots of parts of a computer "think" in different ways, but this is what we usually call the "thinking" part. It's a machine for quickly following a set of steps that are written down as numbers.

Following steps might not be "thinking." But it's hard to say for sure. That's one of those things where not only do we not know the answer, we're not sure what the question is.

### THOUGHTS RIGHT NOW

This is a kind of memory that holds things the computer is thinking about right now. The thoughts go away when the thinking about right now. The thoughts go away when the computer turns off.

Thing that tells the air blower how hard to blow

### AIR BLOWER

Computers get hot inside. This pushes air out of the computer so it doesn't get too hot and break.

### LITTLE POWER CIRCLE

This circle is a power box. These used to be here to keep a small part of the computer from sleeping, so it could keep remembering who it was and what machines were joined to it.

Most computers can now remember that stuff even when they're turned off, so they don't need an extra power box for that anymore. They still use these power boxes, though, so a part of them won't sleep and can keep track of time. That way, when the rest of the computer wakes back up, it won't be confused about what day it is.

Hole where you can put a card with memories on it (like pictures from your camera) if you want the computer to have them

### HOLES FOR YOUR OTHER MACHINES

This thing decides when to store power in the power box. It's important to do this right, because if you put too much power in the power box, it can catch fire.

### SOUND BOX

Thing that knows how to talk to other machines through the holes in the computer's side

Timer for helping control how fast the computer talks to those machines

### MACHINES THAT FIGHT CHANGE

These are shown on part maps with this picture:

-0000-

Power runs through them, and they keep it from changing too quickly. This way, if there are any little jumps or stops in the power, it doesn't break things.

-0000-

Place where power comes out of the power box  
Part that remembers the steps for waking up the other parts

### BABY COMPUTER

This is a very small box with all the parts of a computer in it—the parts that think, the parts that remember, the parts that send power around, and more.

It does a few different kinds of work. It controls how bright the screen is, watches to see if any keys are pushed down, and watches for finger touches on the touch box.

### MEMORY HOLDER

If you write a story or put a game on your computer, it goes here.

If you take this part out and put it in another computer, it will have your stuff on it. (But it might also get confused.)

### HOLES FOR YOUR OTHER MACHINES

### POWER BOX

This holds power so the computer can run for a while even when it's not getting power from the wall.

More than any other part, you shouldn't try to open this one. If you open the other parts, they can make the computer stop working. If you open this one, it can make you stop working.



# Thing Explainer #3

## Word Bank: Battery, Wi-Fi, CPU, Volume Controls, Speaker

### HAND COMPUTER

These machines began as radios for talking out loud to people who were far away. Over the years, they slowly became more and more like computers.

As these machines turned into computers, they started taking the place of a lot of things we used to carry around—like picture takers, music players, and even books.

