

UNIT 04.COMPUTER ASSEMBLY AND REPAIR Study guide

Computer Systems
CFGS DAW

Alfredo Oltra / Sergio García

Revisado: Vicent Bosch

vicente.bosch@ceedcv.es

2020/2021

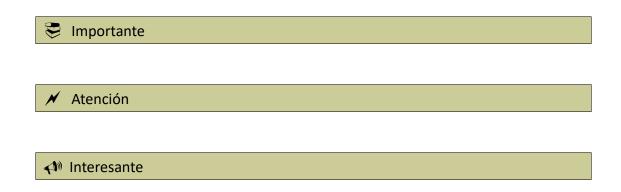
Versión:201121.0907

Licencia

Reconocimiento - NoComercial - CompartirIgual (by-nc-sa): No se permite un uso comercial de la obra original ni de las posibles obras derivadas, la distribución de las cuales se debe hacer con una licencia igual a la que regula la obra original.

Nomenclatura

A lo largo de este tema se utilizarán distintos símbolos para distinguir elementos importantes dentro del contenido. Estos símbolos son:



ÍNDICE DE CONTENIDO

1.Data	4
2.Previous knowledge	
3.Objectives	
4.Contents	
5.Activities	
6.Recommendations	

UD04. COMPUTER ASSEMBLY AND REPAIR

1. DATA

From 23/11/2020 to 29/11/2019. The length of the unit is 1 week (8 hours).

2. PREVIOUS KNOWLEDGE

Previous units, specially unit 03.

3. OBJECTIVES

- 1. To learn how to assemble a computer.
- 2. To learn how to find the most common hardware problems.
- 3. To learn how to repair the most common hardware problems.

4. CONTENTS

- 1. Assembling a computer
- 2. Repair a computer

5. ACTIVITIES

You have three kinds of activities.

- 1. Research and development activities. You have to search information (most of it not studied in the contents) and write about it.
- 2. Test. It's a way to check and improve your knowledge.

6. RECOMMENDATIONS

Try to follow visual guides and video tutorials about how to assemble a computer, because text is not enough to understand whole process.

The activities help you to order and clarify ideas. Besides, there is a test to help you to check your knowledge.