



All Academy Day: Component Identification Event Details

Overview

Description

Teams will identify and document computer components within the time allotted.

Related curriculum

Developed for IT Essentials but may be adapted for CCNA 1-4

Number of players

These instructions are written for two teams made up of four to five competitors, each to compete simultaneously. By increasing the amount of equipment, the event may be expanded to have as many teams competing at the same time as you like.

Time required to prepare for or set up this event

20 to 30 minutes for preparation: gathering items, setting up the room, laying out and labeling the equipment, printing documents, creating an answer key

Length of time to play

We suggest giving the teams 35 minutes (90 seconds per component) to complete the activity and the judges 10 minutes to score the results and reset the challenge for the next team.

Rules

Object of the game

As a team, correctly identify and document each computer component within the allotted time.

Playing the game

- The members of the team can help each other. No one else is permitted to assist the teams.
- Each team selects a team captain and a team recorder for the event.
 - In case the team is split or undecided on a component, the captain will cast the deciding vote.
 - The recorder, a teammate with legible handwriting, enters the team's response in the student tracking sheet.
- Each team will receive a printout of the rules of the game and a clipboard with a tracking sheet on which to identify and record the computer components.
 - The last two columns of the tracking sheet are reserved for judges. Teams should leave these columns blank.
- Each team moves to component number one and waits for the judge's signal to begin.
- At the judge's signal, each team uncovers the component to be identified. The teams then have 90 seconds to identify the item and document their findings on the tracking sheet.
- The judge will let the teams know when there are 15 seconds remaining in the rotation.

- When time is up for the first component, the judge will direct the teams to cover the first component and move on to the second component to be identified.
- This process continues, with the judge directing the teams, until all the components in the rotation have been examined.

Scoring

- Teams receive points for each component they correctly identify. All components are worth the same number of points.
- The last two columns of the student tracking sheet are for judges' use. Use a Y or N to indicate whether the team has correctly identified the component. Use the judges' scoring area at the end of the form to determine the appropriate number of points, including bonus, for the team.
- In case of a tie, show one component to both teams at the same time. The first team to give the correct answer wins.

Earning points

- Each team can earn up to 110 points, including the bonus, in the component identification event.
- Enter the Team Grand Total from the component identification scoring form into the All Academy Day scoring sheet.

Bonus

- A 10-point bonus will be awarded to teams that correctly identify all the components.

Equipment List

To ensure the contest is fair, the components should be identical for each team.

Components to identify

Here are some examples of components you may select for this competition:

- Parts of a motherboard – students document the component name as well as the serial number and MAC address where applicable
 - CPU
 - RAM slots
 - PCI slot
 - Power plug-in
- Cable types
 - Ribbon
 - Serial
 - SCSI
 - USB
 - IEEE 1394 FireWire
- Peripherals
 - Monitor
 - Printer
 - Pointing devices

- Keyboards
- Adaptive components

General supplies

- 21 components (hold one back to serve as a tie-breaker)
- Stickers numbered 1 through 20 to label each component with a number
- A covering, such as a blank sheet of paper, for each component
- Red arrows to specify parts of a motherboard
- One clipboard for each team
- Pens for the teams and judges
- Timer or stopwatch
- Component identification event sign for the room or area

Downloads to print

- Rules (print five, one for each team plus one for each judge)
- Blank student tracking sheet (print two, one for each team)
- Answer key (print three, one for each judge)

Judges

- One facilitator or head judge: This person will serve as the timekeeper and directs the teams to begin and move between components.
- One additional judge for each team: These judges will ensure the teams are working on only the assigned component and will verify that each member of the team has participated.

Room set-up

- Seven 6-foot tables (8-foot tables are fine)
- Enough chairs for the judges and audience
- Optional: enough stools for the contestants so they can sit down once they finish identifying a component

Room Setup

General room setup

- No power is needed, so the computer identification contest can be set up in any room.
- Post a “Component Identification Event” sign on the door or in the room.
- For each team, place three tables end to end to form one table at least 18 feet long.
- Place the remaining table in the center of the room to serve as a judging center.

- Have academies and students read the rules before they come to the event.
- Tape the rules to the contestant and judging tables.



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