

Title: Do This, Not That – Computer Edition

Description: This practical exercise will help students learn correct computer etiquettes through a roleplay activity.

Purpose: The purpose of this exercise is to make students aware of proper behavior in the computer lab. By acting out both good and bad habits, students will better understand how to take care of computers and use them responsibly.

Steps:

1. Gather the students in a group:

- Divide the class into two groups.
- Group 1 will show **good computer habits**.
- Group 2 will show **bad computer habits**.

2. Guide Group 1 to act out good computer habits:

- Entering the computer lab quietly, one by one in a line.
- Listening carefully to the teacher's instructions.
- Sitting properly on the chair.
- Waiting quietly for their turn.
- Using the mouse gently.
- Pressing keyboard keys softly
- Keeping the desk clean.
- Leaving the computer quietly after turn is over.
- Leaving the lab in the same quiet line after class.

3. Guide Group 2 to act out bad computer habits:

- Hitting the keyboard hard.
- Eating food near the computer.
- Fighting or shouting for turn.
- Talking loudly with each other.
- Banging the mouse or clicking too fast.
- Not listening to teacher's instructions.
- Playing with chairs instead of sitting properly



4. **After both groups finish, ask recall questions to the whole class, example:**

- "How did the first group enter the lab and sit at the computer?"
- "What good habits did they show?"
- "What did the second group do that was wrong?"
- "Why should we avoid those bad habits?"

5. **Reinforce good habits with class repetition, example:**

- Teacher says each habit aloud (e.g., "Sit properly on the chair"), and the whole class repeats it together.
- Continue for all the good habits practiced.

Expected Output:

- Students demonstrate both **good** and **bad** computer habits through roleplay.
- The whole class recalls:
 - Good habits shown by the first group (e.g., entering in a line, sitting properly, using mouse gently).
 - Bad habits shown by the second group (e.g., talking loudly, banging the keyboard, eating food near computers).
- Students repeat aloud the good habits together, reinforcing proper etiquette.

Important Note:

- Do not include unsafe actions in the roleplay (e.g., pulling wires, spilling water).
- Focus on **easy, safe, real-life behaviors** that children can practice daily in the lab.