

Lesson Plan for Networking Fundamentals -IT AND ME WORKS--GRADE 10 CURRICULUM

Topic: Point to Point and Client Server Basics

Time: Up to 6 hours

Objectives:

1. Students will be introduced to basic networking systems, including point-to-point and client server.
2. Students will gain a basic understanding of the four basic networking topologies.
3. Students will be able to identify the basic hardware used in the two networking systems.

Activities:

The teacher will set up examples of simple peer-to-peer and client server networks so that the students will be able to identify the basic differences in the two. Discussions will focus in the “logical” layout and then the “physical” layout of the two systems.

Using a drawing program (Microsoft Paint works well) or graph paper, layout sample “schematics” of the four basic topologies (bus, ring, star, mesh).

Materials:

1. Sample network types for the student to see and teacher to demonstrate basic differences.
2. Graph paper, computers with basic drawing programs.

School to Career Connection:

You could ask advanced students who have set up peer-to-peer networks at home for “gaming” to come in and describe the basic set up and costs involved with a home network.