









About The Printables

At Computer, Easy Lah!, we strive to provide structured guidance for senior adults to practice computer skills during and after classes.

While the short-term goal is to supplement existing curriculums, our long-term goal is to support learning outside of classes, and to promote the continuity of computer workshops.

Thus, we have created The Printables, which is our take on increasing memorability and motivation for senior adults to further their computer journeys.

Read on to find out more!

- The Computer, Easy Lah! team



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Introduction

Intro Backstory

Having developed our interactive platform, The Playground, our team conducted user testing with senior adults. While they enjoyed the activities on the platform, we had interesting observations of our participants.

01

They wrote down notes on physical notebooks.

02

Going home, they read and practiced what they have written down physically.

Thus, while digital interactions are important when learning computers, there is much value regarding physical aspects which can be explored to further encourage learning beyond the classroom setting.

"Feel Safer"

Having something physical feels more tangible and less likely to lose as compared to digital content, especially since I receive many messages and images everyday on my phone.

"Remember Better"

Writing something down helps me to remember things better, as "I remember what I wrote" as compared to giving me stacks of printed notes.

"Easier Access"

More convenient to access and refer to as compared to looking on phones or computers.

Feedback from our participants!



Two key goals of using The Printables:

01Memorability

Help participants remember what they have learnt in class, and encourage them to practice on The Playground.

02

Encourage Learning Beyond Curriculums

Motivate revisiting of content after the end of computer workshops, and to further one's own learning.

Intro
What is The Printables

Printable cards for participants to manage their computer journeys during and after classes



2 types of cards



Classroom Card Typing







Typing







Intro Classroom Cards

Keyboard Shortcuts

Press this	To do this
Ctrl + S	Saves the current file
	Copies the selected item
Ctrl + X	Cuts the selected item
Ctrl + V	Pastes the selected item
Ctrl + Z	
Ctrl + A	Selects all items in a document

About

Cards that are partially-filled in and require participants to fill in the blanks themselves during lessons.

Purpose

To document the important and useful information in each topic.

Also, by having participants fill in the blanks, we hope to encourage them to revisit the content on the cards after lessons.

Intro Playground Cards

Learn how to use common apps on your computer

- 1. Open or on your computer
- 2. Go to this website: cel.land
- and then 3. Left click on Common Apps
- 4. Explore how to use







About

Cards that tell participants what are the relevant activities on The Playground that they can visit.

Purpose

By pairing Playground Cards with Classroom Cards, we motivate them to practice the activities based on what they have just learnt.

There is no definite way of using The Printables, where you can customise the usage according to your workshops. The following is a suggestion from our team which promotes both short-term and long-term usage.

Step 1



Browse through our printable templates for each topic

Step 2



Prepare a binder for each participant

Step 3



For each topic, print the relevant cards in a plastic folder and give it to the participants for use during and after class.

Step 4



At the end of the curriculum, encourage them to revisit and practice what they have learnt, as well as continue adding more plastic folders into the binder as they continue learning!



A binder with folders

Why such a design?

We want to encourage participants to visit the materials even after the curriculum. Thus, such design attempts to instil a long-term value to the physical entity, where it represents the participants' computer journeys. They can add new folders as they continue to learn new things about computers even after the end of the curriculum.



Typing

Cards

Keyboard Shortcuts

Press this	To do this
Ctrl + S	Saves the current file
	Copies the selected item
Ctrl + X	Cuts the selected item
Ctrl + V	Pastes the selected item
Ctrl + Z	
Ctrl + A	Selects all items in a document



Classroom Card

Typing





Practice typing on your keyboard!

- 1. Open or on your computer
- 2. Go to this website: cel.land
- 3. Left click on and then Practice

4. Practice typing words, symbols and sentences!



Playground Card

Typing





Watch a recap of the lesson on Typing



Test your knowledge on keyboard shortcuts



Visit <u>cel.land/typing</u> for all activities



Playground Card

Typing





Applications

Cards

Application Window

lcon	Meaning
↔ ‡ ≥	Resize window
	Minimise window
×	



Classroom Card

Applications





Learn how to use common apps on your computer

- 1. Open O or on your computer
- 2. Go to this website: cel.land
- and then 3. Left click on Applications

4. Explore how to use 🗓 🕡 🥫













Playground Card

Applications





Watch a recap of the lesson on Applications



Test your knowledge on applications



Visit <u>cel.land/apps</u> for all activities



Playground Card

Applications





Email

Cards

Your Email Account



First Name:		
Surname (optional):		
Email Address:		
Password:		

Tip: You can go to <u>accounts.google.com/signup</u> to create a new Gmail account.



Classroom Card

Email





Important Parts of An Email

Word/Icon	Meaning
Compose	To create a new email
'To' field	Email address of the person whom you want to send the email to
Subject	The topic of your email
4	
0	



Classroom Card

Email





Practice basic email skills

- 1. Open or on your computer
- 2. Go to this website: cel.land



4. Complete the activity to practice your email skills!



Playground Card

Email





Watch a recap of the lesson on Email



Tips for you to stay safe when using emails



Test your knowledge on emails



Visit cel.land/email for all activities



Playground Card

Email





Safety

Cards

6 signs of online scams

Sign 1: Using vague, incorrect language and information

Sign 2: Using urgent or threatening language

Sign 3: _____

Sign 4: Requesting for confidential information

Sign 5: _____

Sign 6: Containing suspicious attachments



Classroom Card

Safety





Practice to identify scam emails

- 1. Open or on your computer
- 2. Go to this website: cel.land
- 3. Left click on and then Practice

4. Identify suspicious parts in a scam email



Playground Card

Safety





Watch a recap of the lesson on Safety



Tips for you to stay safe when using computers



Test your knowledge on computer safety



Visit <u>cel.land/safety</u> for all activities



Playground Card

Safety



