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**COMPLEMENTARY SUPPORT ACTIVITIES WORKSHOP**

**LEVELING PROCESS**

**Subject:** Technology and informatics                                                                          **Course**: 4º                **Year:** 2024 - 2025

**Student’s name**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Students who at the end of the school year have obtained a low performance evaluation in two (2) areas of the curriculum and have attended at least 75% of the academic activities, may be promoted with the programming of complementary support activities, which will be presented in a scheduled session and previously informed before the beginning of the following school year and will have as a maximum term for their recovery the first academic period of the same.*

**General Observations:**

Develop the workshop corresponding to the area in which he/she presented academic weaknesses, as shown in the final report given to the guardian at the end of the school year.

**Presentation:**

The workshop must be presented and sustained on Friday, January 17, 2025 at 7:00 am, where the student will give an account of his/her knowledge and competencies.

**Problematizing questions**

* How has the evolution of technology improved and made life easier for humans by making them more productive?
* Why is it important to have skills in information management and the use of office automation tools?
* Why is it necessary to know how to formulate an innovative entrepreneurial project?
* What benefits can emerging technologies offer us?
* How does learning virtual reality, networking and programming contribute to the development of digital competencies?

**ACTIVITIES:**

1. Write in front of each logo, the name of the operating system to which it corresponds:









1. One of the following technologies is not part of the fourth industrial revolution:
2. Internet of things
3. Robotics
4. Virtual reality
5. Artificial intelligence
6. Video games
7. The correct placement of page numbering according to APA standards is:



Upper right edge

Upper left edge 

Right inner edge

Left inner edge

Centered top edge 

Centered bottom edge

1. What is a computer virus?







1. What is an antivirus?
2. It is a program that allows us to update the virus database.
3. It is a program that inspects and monitors the files of a pc for viruses.
4. Program to prevent direct attacks from a hacker.
5. Program to prevent online criminal activity
6. What are animations in PowerPoint?
7. They are similar to the images.
8. They are a type of design.
9. They are effects that are applied to the elements of a slide (images, texts and others).
10. They are decorations.
11. Design a qualitative algorithm for going to school to study, list each of the steps to identify how many you need.
12. The intersection between a row and a column is called:
    1. Row
    2. Column
    3. Cell
    4. Range
13. The types of virtual reality are: , , and .
14. According to the following image, write the name of the object used for this format.



