Inside my mobile

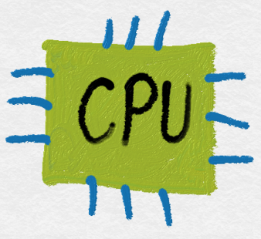
Find out what is inside a mobile phone by building your own paper model.

1. Create your own mobile phone by folding the second page in half and half again.

1. Cut out the components below and find out where they fit in your mobile phone.

1. Design an app for your mobile phone using the ‘my app’ page.

Things that are inside my mobile phone:



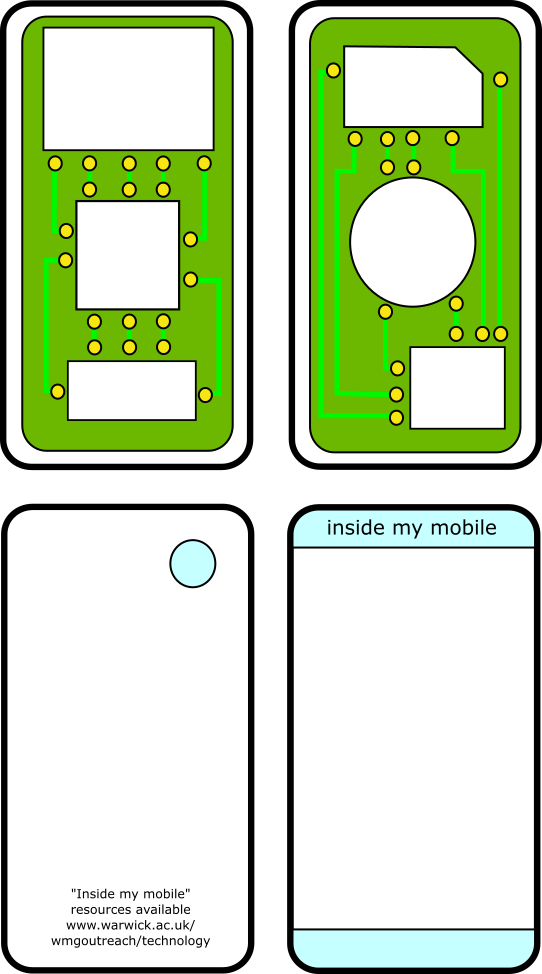


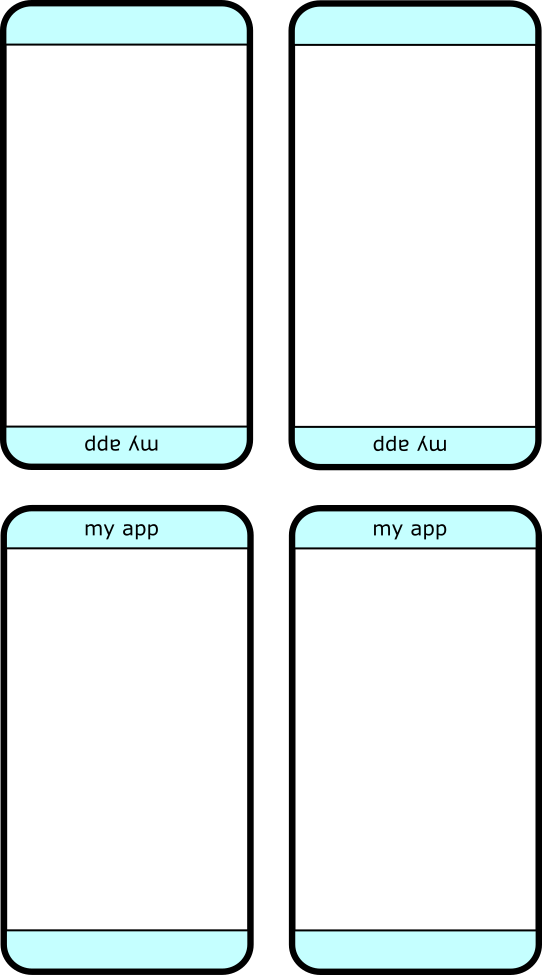




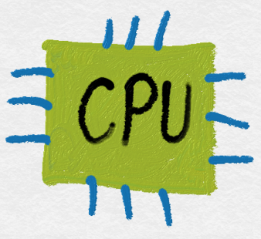
This can be easily turned into a 2 player game using a dice and two copies of the activity sheet. Take turns throwing the dice, to collect parts of your own phone: 6 = CPU, 5 = Memory, 4= Battery, 3 = Sim, 2 = Camera, 1 = Operating System

“*Inside my mobile*” resources created by Margaret Low,   
WMG, University of Warwick. [M.j.low@warwick.ac.uk](mailto:M.j.low@warwick.ac.uk)   
www.warwick.ac.uk/wmgoutreach/technology





Game: *Things that are inside my mobile phone*. With a partner, take turns at throwing a dice to collect key pieces to complete your own mobile phones.



6 =



5 =



4 =

3 =



2 =



1 =

“Inside my mobile” resources created by Margaret Low,   
WMG, University of Warwick. [M.j.low@warwick.ac.uk](mailto:M.j.low@warwick.ac.uk)   
www.warwick.ac.uk/wmgoutreach/technology