# SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE LEARNING EXPERCIENCES FOR ADULTS



# LEARNING SHEET #9 INSTALLING DATA MANAGEMENT SERVER ON A WEBSITE

## CODING TRAINING PROGRAMME FOR +55 ADULTS

LEARNING SHEETS DESCRIBE ACTIVITIES THAT HELP INSTRUCTORS INTEGRATE THE SILVERCODERS CHALLENGES AND TOOLS INTO THEIR TRAINING PRACTICES.







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## **STRUCTURE OF THE ACTIVITY**

#### **GENERAL DESCRIPTION, CONTEXT AND GOAL**

The main goal of the activity is for the learner to better understand database management servers and how to install it in a website. Learners will find a suitable database management server and then implement it in a website of their own.

#### **LEARNING OBJECTIVES**

In the end of this activity, the learner will be able to ...

- 1. Understand what data management servers do
- 2. How to install a database management server on a website
- 1. More in depth knowledge on database management

#### **INSTRUCTIONS**

## **STEP 1 - PREPARATION**

The trainer reads the learning sheet and follows the instructions to make sure he/she fully understands the required steps. The trainer makes sure that all resources are available and looks for additional resources if the original ones are not available.

#### **RESOURCES**

- File LS Database management server
- https://www.appdynamics.com/topics/database-management-systems

### **STEP 2 - Instructions**

Learners should first complete challenge nr 15 on data management. After that, they should read more about data management as advised in the resources of the challenge and this learning sheet. Discuss why database management is important among students. As a final step, they should download and install a database management system on their website.

#### **RESOURCES**

- Link to challenge nr 15.

### **STEP 3 – Implementation**

After completing challenge nr 15, students are ready to install their database management software in their own website. They can work in pairs or each by themselves. The trainer checks the correct installation and implementation of the software.



ACTIVITIES CAN BE OPEN OR CLOSE-ENDED SO THERE MAY BE A SINGLE CORRECT ANSWER TO THE PROBLEM OR MORE. THEREFORE, THE ASSESSMENT CAN BE BASED ON THE ACHIEVED RESULT OR ON THE EFFICIENCY OF THAT RESULT OR EVEN ON THE TEAM PERFORMANCE. IN ANY CASE, A CLASS DISCUSSION CAN FOLLOW IN WHICH THE LEARNERS CAN PRESENT THEIR WORK AND REFLECT ON THE DIFFERENT APPROACHES. LEARNERS RECEIVE CONSTRUCTIVE FEEDBACK FROM THE TRAINER AND THEIR PEERS.

## **STEP 4 – Discussion**

After they have finished the task, a class discussion can follow in which the learners can present their work and reflect on the different approaches. Learners receive constructive feedback from the trainer and their peers.

## **STEP 5 - ASSESSMENT**

THE TRAINER WILL ASSESS THE MATERIALS PRODUCED, SUGGEST IMPROVEMENTS AND GIVE ADVICE.

