

GRADE TWO

COMPUTER CURRICULUM

The purpose of the computer curriculum for grade two is to teach appropriate computer terms, introduce the keyboard and to practice grade level skills using available software.

Students will

- be able to identify parts of the computer
- use proper technology in the classroom
- learn how to utilize the backspace, delete and return keys
- practice opening and closing appropriate software
- learn early keyboarding skills
- learn how to work with graphics
- practice phonics, reading, math, social studies and science skills using grade level software

Materials

- Dell Pentium 4 computers, there is one for each student. Each student computer has a 15 inch monitor, keyboard, mouse and headphones.
- Teacher computer has a 19 inch monitor with speakers

Software

- Type to Learn Jr.
- Kid Phonics 2
- Letterbugs
- Carnival Countdown
- Math Blaster in Search of Spot
- Millie's Math House
- Numbers Undercover
- Numbers Recovered
- Shape Up
- Sammy's Science House
- Trudy's Time and Place
- Kid Pix
- Reading Maze
- Number Maxe
- Word Munchers
- I Spy

Instruction

Students come to the computer lab once a week for 30 minutes and work with the computer teacher. The first 5 or 10 minutes students sit on the floor in front of the teacher's computer. The lesson is explained and the software is demonstrated. Each student then sits at a computer and works independently.