

GRADE 3

COMPUTER CURRICULUM

The purpose of the computer curriculum for grade three is that students will be able to use a computer program to create a document and save and retrieve than information. The purpose is also to introduce students to proper typing techniques and to practice grade level skills using available software.

Students will

- learn the proper fingers for typing
- use proper technology in the classroom
- learn how to save to and retrieve information from the student's folder
- learn how to work with graphics
- practice reading, math, social studies and science skills using grade level software, internet skills and safety

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
- Type for Fun
- Microsoft Word
- Microsoft Power Point
- Math Blaster in Search of Spot
- Numbers Recovered
- Shape Up
- Kid Pix
- Number Maze
- Word Munchers
- Magic School Bus – Solar System
- Logical Journey of the Zoombinis
- Zoombinis Island

Instruction

Students come to the computer lab once a week for 40 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 on the assignment.