

## **GRADE 5**

## **COMPUTER CURRICULUM**

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

Students will

- practice correct keyboarding techniques
- draw, save and retrieve original graphics
- perform multitasking using two or more programs
- be able to save to and retrieve information from the student's folder
- be able to resize, maximize, and minimize windows
- be able to cut, copy and paste in a document
- be able to import and export graphics
- practice english, math, social studies and science skills using grade level software
- learn 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
- Print Shop
- Fraction Attraction
- Hotdog Stand
- Word Attack
- Math Arena
- Factory Deluxe
- 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.