

## **GRADE 6**

## **COMPUTER CURRICULUM**

The purpose of the computer curriculum for grade six is that students will be able to integrate word processing and graphic programs into real world uses, like marketing, children's books and newspapers. Also that students use a classroom network to share 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
- create a software box with a write up of an imaginary piece of educational software
- write and illustrate an original story book for young children
- draw, save and retrieve original graphics, including a company logo
- perform multitasking using two or more programs
- be able to save to and retrieve information to designated areas
- be able to share work over the classroom network
- be able to cut, copy and paste from one document to another document
- be able to import and export graphics
- practice English, math, social studies and science skills using grade level software
- discuss computer ethics
- 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
- Typing Tutor 6
- Microsoft Word
- Microsoft Power Point
- Multimedia Workshop – Paint area
- Print Shop
- Fraction Attraction
- Word Attack
- Math Arena
- Factory Deluxe
- Decimal and Fraction Maze
- Easy Book Deluxe
- Smart Games

### **Instruction**

Students come to the computer lab twice a week for 40 minutes and work with the computer teacher. The first 5 or 10 minutes the lesson is explained and the software is demonstrated. Each student then sits at a computer and works on the assignment.