

## **KINDERGARTEN            COMPUTER CURRICULUM**

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

Students will

- learn to identify parts of the computer
- use proper technology in the classroom
- learn how to use and control the mouse
- learn how to open and close appropriate software
- learn early keyboarding skills
- 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.
- Alphabet Express
- Bailey's Book House
- Millie's Math House
- Shape Up
- Sammy's Science House
- Trudy's Time and Place

### **Instruction**

Students come to the computer lab in the second half of the school year once a week for 25 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.