

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 17 inch monitor, keyboard, mouse and headphones.
- Smart Board

Software

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- Alphabet Express
- Bailey's Book House
- Dragon Tales
- Millie's Math House
- Shape Up
- Sammy's Science House
- Trudy's Time and Place
- Type to Learn Jr

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 the lesson is explained utilizing the Smart Board. The lesson is explained and the software is demonstrated. Each student then sits at a computer and works independently.

Shirley Coutu 2/9/2011