

## **GRADE 1**

## **COMPUTER CURRICULUM**

The purpose of the computer curriculum for grade one 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 utilize the backspace, delete and return keys
- 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**

- Type to Learn Jr.
- Alphabet Express
- Bailey's Book House
- Dragon Tales
- Letterbugs
- Math Blaster in Search of Spot
- Millie's Math House
- Numbers Undercover
- Shape Up
- Sammy's Science House
- Trudy's Time and Place

### **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 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.