

GRADE 4

COMPUTER CURRICULUM

The purpose of the computer curriculum for grade four is that students will be able to use a computer program 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

- be able to type using the proper fingers
- use proper technology in the classroom
- be able to save to and retrieve information from the student's folder
- be able to resize, maximize, and minimize windows
- learn how to cut, copy and paste in a word document
- learn how to work with graphics
- learn how to create a Power Point presentation
- practice reading, math, social studies and science skills using grade level software, Internet skills and safety

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

- How The West Was Won
- Kid Pix
- Logical Journey of the Zoombinis
- Math Blaster in Search of Spot
- Math Missions
- Max Write
- Max Show
- Microsoft Word
- Microsoft Power Point
- Print Shop
- Shape Up
- Type to Learn
- Type for Fun
- 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 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.