

GRADE 5

COMPUTER CURRICULUM

The purpose of the computer curriculum for grade five is that students will be able to use several computer programs 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

- practice correct keyboarding techniques
- draw, save and retrieve original graphics
- perform multitasking using two or more programs
- be able to save to and retrieve information from the student's folder
- be able to resize, maximize, and minimize windows
- be able to cut, copy and paste in a document
- be able to import and export graphics
- be able to create a Power Point presentation
- practice english, math, social studies and science skills using grade level software
- learn 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

- Factory Deluxe
- Hotdog Stand
- Logical Journey of the Zoombinis
- Math Missions
- Microsoft Word
- Microsoft Power Point
- Oregon Trail
- Paint
- Print Shop
- 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.