








Introduction to Computers



Early Elementary

Unit 1 - Project 1

<p>Notes & Preparation</p> 	<ul style="list-style-type: none"> ● Project length - 1 class ● Instructor note - Assess the level of student comprehension and adjust lesson as needed. Sentences in the template can be modified before files are loaded. ● Files to load – “Unit 1, Project 1- Parts of a Computer” in Canva – “K-2 Keyboard Introduction” in Multimedia
<p>Standards</p> 	<p><u>CA CS Standards:</u> K-2.CS.1, K-2.CS.2, K-2.CS.3, K-2.IC.19</p> <p><u>ISTE Standards:</u> #2</p> <p><u>NET Standards:</u> #6</p>
<p>Engage</p> 	<p><u>Opening</u></p> <p>Welcome the students to technology class. Ask students if they have used a computer before. Use this knowledge to assess the level of student comprehension and adjust lessons accordingly. This first project is broken up into introductory sections. Go through each section as needed.</p> <p>Introduce all class policies and procedures to the students. Hand out and discuss the Internet Policies and Procedures form (if the school has not yet sent one out). Instruct the students to take it home, have their parent/guardian sign it, and bring it back to class. It is advised that students submit an agreement signed by a parent or guardian before using the school’s computers and networks. Let the students know that this year they will be creating some exciting projects on the computer.</p> <p><u>Digital Safety and Citizenship</u></p> <p>Watch:</p> <ul style="list-style-type: none"> ● https://www.commonsense.org/education/digital-citizenship/lesson/safety-in-my-online-neighborhood <p>Discuss:</p> <ul style="list-style-type: none"> ● What does it mean to be safe in your neighborhood or when you go shopping? We need to treat the internet like we do the mall when we are with our family and friends. ● What is the difference from the device and being on the internet? ● What are ways we as kindergartens can be safe on the internet?

	<ul style="list-style-type: none"> • Who <i>can we</i> talk to on the internet? What makes the internet fun and where do we need to be careful? <p><u>Project Description</u></p> <p>In this project, students will be learning about the computer and how to use it. They will be introduced to the following concepts. Introduce each section accordingly.</p> <ul style="list-style-type: none"> • Computer hardware and its functions • Basic troubleshooting • How to use a mouse • Mouse practice • Letter location and letter recognition • Typing introduction
<p>Exploration</p> 	<ul style="list-style-type: none"> • Navigate to the following resources for further keyboard practice and letter recognition: <ul style="list-style-type: none"> ○ http://www.abcya.com/keyboard.htm ○ http://www.abcya.com/cup_stack_typing_game.htm
<p>Additional Emphasis</p> 	<p>Internet Safety:</p> <ul style="list-style-type: none"> • https://www.youtube.com/watch?v=IGINGcaYZaA • https://www.youtube.com/watch?v=89eCHtFs0XM <p>Keyboarding and Computers:</p> <ul style="list-style-type: none"> • Demonstrate how to adjust the volume on student device. • Discuss how a touch pad mouse and a regular mouse may look different but function the same. • The keys on the keyboard are all uppercase; the ‘l’ looks like a lowercase ‘L’. • When pressed, the keys will type lowercase letters. • The Shift key makes the letters uppercase.
<p>Learning Outcomes</p> 	<p>Students will:</p> <ul style="list-style-type: none"> • Be introduced to Digital Safety and how to stay safe online. • Identify and describe basic computer hardware and know its functions. • Describe basic hardware and software problems and know how to troubleshoot. • Learn how to use a mouse and practice navigating the mouse.

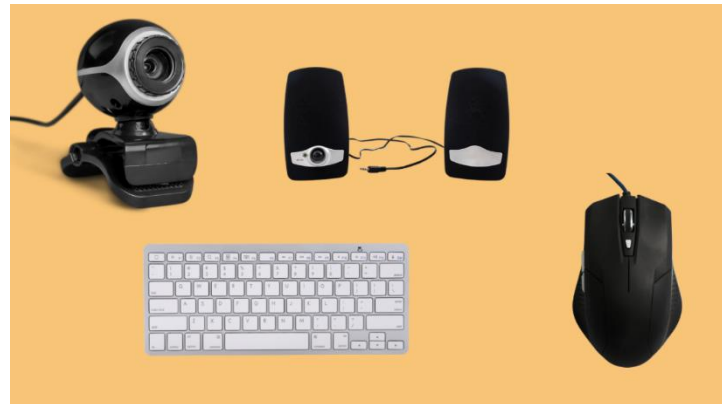
	<ul style="list-style-type: none"> Recognize letters and locate positions on the keyboard.
<p>Project</p> 	<p>Have the students:</p> <p style="text-align: center;">Computer Hardware and Its Functions</p> <ol style="list-style-type: none"> Identify briefly with the students the parts of the computer (monitor/screen, computer tower, keyboard, mouse/trackpad, speakers, etc.) that they may already know. You can do this by asking them to share parts of the device, and their functions by pointing to each part and then saying the names as a class. On teacher computer launch Canva Open file named Unit 1, Project 1 - <i>Parts of a Computer</i> View Presentation Listen as the teacher reads the slides to learn more about the part Repeat steps to go through each computer part Press Esc to end the presentation <p style="text-align: center;">Basic Troubleshooting</p> <ol style="list-style-type: none"> Share the following scenarios and discuss possible solutions: <ol style="list-style-type: none"> Power button will not start computer Cannot hear the sound coming from speakers or headphones A connected mouse or keyboard does not work The computer or an application is frozen <p style="text-align: center;">How to Use a Mouse/Trackpad</p> <ol style="list-style-type: none"> Have the students identify the mouse/trackpad Discuss how the classroom mouse/trackpad is similar or different from the one in the tutorial. Demonstrate how to use proper hand placement on student mouse/trackpad Practice moving the mouse/cursor and pointing at different icons <p>Have the students:</p> <p style="text-align: center;">Mouse Practice</p> <ol style="list-style-type: none"> Practice opening and closing a window using the left-click (or equivalent to) on the mouse/trackpad Practice double-clicking (not pointing at an icon)

	<ol style="list-style-type: none"> 3. To practice mouse skills, move the cursor arrow and click the mouse/trackpad to open the following links using the shortcut that was provided: <ol style="list-style-type: none"> a. https://frontend.letsgolearn.com/practice/bubbles# b. https://www.roomrecess.com/games/DragonDrop/play.html c. https://minimouse.us/ 4. For differentiated learning, teacher can choose the mouse activity for each student 5. Practice skills as needed 6. Exit the program when finished <p style="text-align: center;">Letter Location and Letter Recognition</p> <ol style="list-style-type: none"> 1. Identify the keyboard 2. Locate the letters on the keyboard 3. Identify the 'I' and the 'L' keys 4. Locate the first letter of their name 5. Locate the numbers on the keyboard 6. Locate the Space Bar 7. Locate the Shift keys 8. To practice letter recognition, move the cursor arrow and click the mouse to open the following link using the shortcut that was provided: <ol style="list-style-type: none"> a. https://bit.ly/2oAlljt b. Open the "K-2 Keyboard Introduction" presentation 9. For differentiated learning choose the proper letter recognition activity for each student 10. Practice skills as needed 11. Exit the program when finished <p style="text-align: center;">Typing Introduction</p> <ol style="list-style-type: none"> 1. Navigate to the website using the shortcut for http://www.abcya.com/keyboarding_practice.htm 2. Practice keyboarding skills as needed <p>Exit the program when finished</p>
<p>Reflection</p> 	<p>Review digital safety and class policies with the students by asking them if they can name ways to stay safe. Review the sections that were covered each day. Ask the students if they are excited to be creating projects in the computer lab.</p> <p>Have students check off the learning objectives they focused on.</p>
<p>Extend</p> 	<p>Students may use any of the web resources in the lesson to continue learning.</p> <ol style="list-style-type: none"> 1. www.typing.com

Template

Introduction to Computers

To be used in class with the BEYOND Technology Inc. curriculum



Scenario 1: Basic Troubleshooting

What do we do if the power does not work?
What do we do if we cannot hear sound?
What do we do if the mouse or keyboard does not work?

Scenario 2: How to use the computer?

- Using a trackpad
- Using a mouse
- Using a Keyboard

Let's Practice!

It's time to practice using our devices! Follow your teachers instructions, and practice these three things:

1. Using a mouse/trackpad
2. Using a keyboard
3. Typing