

Kindergarten students are gaining computer skills and knowledge with games and activities that teach...

Mouse skills—Clicking, dragging and dropping.

Typing—Finding letters of the alphabet on the keyboard.

Vocabulary—using proper computer terms in the lab, such as icon, desktop, monitor, and field.

Logging in—Using their own log in and password for programs like Lexia.

Digital Citizenship—Internet Safety and how it is the same as being safe in the “real” world.

Digital Citizenship

Computer Lab

Mrs. Greeley

DID YOU KNOW...

Many of the digital tools we use in the computer lab can be accessed at home! Go to www.eastlymeschools.org and under the Quicklinks menu choose Student

Dashboard. There, students can find links for Digital Citizenship games and information, typing practice, Wixie and much more!



Grade 2 students honing their computer skills in all areas:

- Typing-- Typing Instructor and Type to Learn.
- Network, file and Internet navigation—ELPS Website Student Dashboard links page, Google Chrome Internet browser (closing tabs, back button, etc), and local network (saving work to their personal drive; distinguishing between storage on the desktop, shared folders and their personal folder).
- Word processing-- Microsoft Word, working with text, inserting and manipulating images
- Digital Citizenship-- Internet Safety and being able to determine what is a safe site by applying the colors of a traffic light (Green for safe, Yellow for ask an adult, Red for stop).

Grade 1: Building on basic skills & conquering new frontiers

- Typing-- Finding letters on the keyboard and keeping their fingers on the home row using Typing Instructor and Dance Mat typing.
- Internet Navigation—Using ELPS Student Dashboard links page and the Google Chrome Internet browser.
- Network Log In-- Most 1st Graders are pros at logging into the computers with their user names and passwords, and most have it memorized!
- Digital Citizenship-- Internet Safety, safe searching using online picture dictionaries.
- Word processing—Introduced to Microsoft Word, created docs with text and spell check.

All Classes (except K) participated in “Hour of Code” week, Dec. 4-9, a global event in which students simultaneously learned and practiced coding using online games. For more information, visit hourofcode.com and code.org

Grade 3 students are advancing their skills and using technology tools for classroom projects

- **Typing**—Type to Learn and Typing Instructor. Goal is 10- 15 WPM
- **Word Processing/Publishing**—MS Word documents, MS Publisher brochures with text and images, Intro to MS Powerpoint, created Fall Storybooks in Wixie.
- **File Organization**—Organizing, creating, navigating computer files and folders; saving to network drives (Student share or personal U:drive).
- **Digital Citizenship**—How to be a good Digital Citizen, created Internet Superheroes in Wixie, Safeguarding personal information, and the difference between private and personal info.

Grade 4: Meteoric rise of advanced computer skills and literacy -- exploring, applying, and utilizing technology tools

- ★ Typing: Practicing and improving touch typing with Type to Learn and Typing Instructor. Goal is 20-25 WPM. A few typers have surpassed that goal!
- ★ Tools used to support classroom projects: MS Word, MS Powerpoint, Webquests online culminating in illustrative product in Wixie; introduction to MS Excel, charting typing progress in a spreadsheet
- ★ File Organization & Management—Reinforced concepts of organizing, creating, navigating computer files and folders; saving to network drives (Student share or personal U:drive).
- ★ Internet Navigation—URLs, searching, Google Chrome tabs, back button
- ★ Digital Citizenship—What it means to be a good Digital Citizen, created Internet Superheroes in Wixie, Safeguarding personal information, and the difference between private and personal info. Practiced social media skills using collaborative boards in Nearpod. How to evaluate Web sites as reliable information sources.