

Wallenpaupack Area School District

COURSE: Computer Education

GRADE LEVEL: Grade 1

LENGTH OF COURSE:

TEXT:

PUBLISHER:

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COURSE DESCRIPTION:

AREAS OF STUDY:

Literacy
Keyboarding
Instructional Software
Graphic Design
Word Processing
Critical Thinking

CURRICULUM WRITING TEAM:

DATE OF REVISION:

2006

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Literacy

PA Standards: 3.7.4.C.1

3.7.4.C.2

3.7.4.D.1

Topics:	Skills:
Parts of a computer Program components and desktop items Corresponding terminology Computer and computer supply usage Mouse skills Care of equipment and safe use	Identify keyboard, mouse, headphones, monitor, CD ROM Identify main menu items, application menu and tool bar Recognize technology vocabulary (e.g., click, double click) Demonstrate correct use and handling of computer and computer supplies Develop mouse skills necessary to effectively use instructional software
Activities:	Performance Assessments:
Demonstrations, lectures and class discussions Teach literacy skills using Living books or Jump Start First	Teacher observation and classroom progress

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Keyboarding

PA Standards: 3.7.7.C.3

Topics: Number and other letter key locations Proper hand position Special keys	Skills: Locate enter, letters, numbers, shift, backspace, arrows, punctuation keys, spacebar, tab Locate and utilize home row
Activities: Demonstration of keyboarding specific software Assigned activities within the programs, (e.g., Type to Learn, KidKeys)	Performance Assessments: Teacher observation Software generated progress reports

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Instructional Software

PA Standards: 3.7.4.D.1

3.7.4.D.4

Topics:	Skills:
Mathematical operations: addition and subtraction Logic and thinking Literature	Solve puzzles Complete games Visit interactive websites
Activities:	Performance Assessments:
Demonstrations, lectures and class discussion Software such as Jump Start First, Jump Start Math 1, Math Rabbit, Reader Rabbit, Math Blaster, as a source of activities for math, spelling, phonics, logic and reasoning Websites such as randomhouse.com/seussville for literature Software used correlates with courses of study in the regular classroom	Teacher observations and student progress Software-generated progress reports

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Graphic Design

PA Standards: 3.7.4.D.1

3.7.4.D.3

3.7.4.D.4

Topics:	Skills:
Creating and printing a computer-generated graphic Create backgrounds and music	Use advanced paint tools Design a graphic Use menu items to locate advanced options
Activities:	Performance Assessments:
Demonstrate painting and design software (i.e. KidPix, Paint) Assign the creation of a graphic Students will use proper paint tools and incorporate required elements Assignments correlate with courses of study in the regular classroom	Teacher observation Completed print job

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Word Processing

PA Standards: 3.7.4.D.1

3.7.4.D.2

Topics: Creating documents using a word processor	Skills: Use keyboarding techniques Include first and last name Use upper and lower case letters properly Formulate a least four complete sentences into a paragraph (indenting) - topic to be in conjunction with classroom work and determined by classroom teacher
Activities: Demonstrate word processing technique, tools and formatting for document Utilize word processor such as Word 2K to create a document	Performance Assessments: Teacher observation Completed print job

Wallenpaupack Area School District

Course: Computer Education

Grade Level: Grade 1

Unit: Critical Thinking

PA Standards: 3.7.4.D.4

Topics:	Skills:
Explore activities for counting, comparing, sorting measurement, estimation, addition and subtraction Student involvement in reading, writing and typing Work independently on related projects Develop logic and reasoning through learning experiences using puzzles, patterns and spatial activities	Motivate and support students as they advance their curriculum skills Practicing reading, writing and typing skills Learning progressions are presented and designed to support student-learned specific skills
Activities:	Performance Assessments:
Demonstrations, lectures and class discussions Software including Jump Start and I Spy applications offer activities at appropriate levels Math and reading activity will complement classroom curriculum	Teacher observation and student progress