Unit 1: Introduction To Kindergarten Technology

Content Area: **Technology**
Course(s): **Technology**
Time Period: **Marking Period 1**
Length: **Weeks**
Status: **Published**

Unit Overview

The main focus of these technology lessons is to introduce and improve beginning mouse and keyboard typing skills using free educational online resources. The selected learning games target math and reading skills. The teacher introduces and models activities, then provides guided / assisted practice sessions. Students will consistently and regularly type the alphabet A-Z to develop letter recognition and basic keyboard literacy.

Standards

TECH.8.1.2.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations
TECH.8.1.2.A.4	Demonstrate developmentally appropriate navigation skills in virtual environments (i.e., games, museums).
TECH.8.1.2.A.CS1	Understand and use technology systems.

Essential Questions

- In a world of constant change, what skills should we learn?
- How do I choose which technologies to use and when it is appropriate to use them?

Application of Knowledge: Students will know that...

- Engineers have an impact on the world they live in and their daily lives.
- the mouse can be used to select, click, and drag
- there are location keys on the keyboard that help students identify where to put their fingers when typing

Application of Skills: Students will be able to...

- Demonstrate ability to consistently and regularly type the alphabet A-Z to develop letter recognition and basic keyboard literacy.

Assessments

The teacher will informally assess students throughout the unit by observing their natural usage of the following skills:

- Navigate through a website using the mouse properly
- Type the appropriate keys while navigating a website

Suggested Activities

- Engineer of the Week: Each week, a new engineer will be briefly introduced to the class, highlighting their impact on their current world.
- Students will access appropriate websites to enhance and reinforce kindergarten skills, such as letter recognition/sounds, simple words, and computer functions.

Letter Recognition

- http://www.starfall.com/n/make-a-word/an/play.htm?f
- http://www.tvokids.com/play/bees_and_honey/bee2blueback.swf
- http://www.dancemattypingguide.com/dance-mat-typing-level-1/stage-1/
- http://www.abcya.com/keyboarding_practice.htm

Math skills

- http://www.abcya.com/connect_the_dots_10.htm
- http://pbskids.org/peg/games/3-2-1-snack
- http://www.nickjr.com/bubble-guppies/games/treat-pop-shape-matching
- http://practicadelmouse.altervista.org/
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Activities to Differentiate Instruction

- Behavior modification reward system to encourage time on task so that work is completed
- Partner with a capable learner. Closely monitor partner work
- Students will brainstorm classroom rules, and the teacher will model proper keyboarding techniques while typing their responses.
- Periodically, review the student's maintenance of their folders and incomplete work
- Provide individualized check lists of the directions for a task in support of the thorough execution of directions.
- Proximal seating for all large group work

Enrichment Activities:

Students will be directed onto the following websites:

- Typing Challenge- http://www.abcya.com/road_rally.htm
- Drag and drop/Alphabetical Order- http://www.abcya.com/alphabet.htm
- Memory/ Letter Recognition- http://www.abcya.com/letter_match_uppercase_lowercase.htm
- Spelling Practice- http://www.abcya.com/dolch_sight_word_spelling.htm
- Learning Coins- http://www.abcya.com/learning_coins.htm
- Numerical Order- http://www.abcya.com/numerical_order.htm

Integrated/Cross-Disciplinary Instruction

- ELA: Letter recognition, letter recognition/sounds
- Math: Color and shape recogniztion

Resources

- Classroom materials and equipment
- Classroom rules

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