

St. Philip's Academy

Computer Science Curriculum Lower School

Jerri Drakes, Technology Coordinator

Sharon Alonzo, Computer Instructor

973 624 0644 ext 127

jdrakes@stphilipsacademy.org

salonzo@stphilipsacademy.org

www.jdrakes.wordpress.com (Blog)

www.compsciclass.org (educational weblinks)

St. Philip's Academy

Technology Curriculum Objectives

Kindergarten

1.1 Ethical and Safe Use of Technology

Demonstrate proper care of hardware and media. Discuss issues related to responsible use of technology systems and software, including personal consequences of inappropriate use. Demonstrate use of appropriate computer netiquette.

1.2 Basic Computer Operation and Concepts

Demonstrate optimal posture and position at the computer workstation. Use developmentally appropriate keyboard techniques. Demonstrate use of appropriate keys. Utilize developmentally appropriate and accurate terminology to communicate effectively in a technological society. Use a variety of media and technology resources for directed and independent learning activities across the curriculum. Demonstrate procedures to access, navigate, save and exit applications. Identify computer hardware components and peripheral devices. Demonstrate appropriate use of hardware while distinguishing between input, output, and storage devices. Practicing responsible uses of networked computers, use of login name, log off and shut down.

1.3 Paint and Drawing

Demonstrate use of drawing tools and manipulation of graphics. Practice planning and organizing design ideas, arranging elements to create an appealing layout, change font size and style and add graphics. Complete project-based learning activities that support other areas of the curriculum

1.4 Word Processing

Utilize a word processor to create new and save documents. Demonstrate how to open, view, print and close documents. Demonstrate how to locate letters, and numbers on the keyboard and demonstrate the use of special keys, such as enter, shift, caps lock, and spacebar

1.5 Technology Research

Utilize information from approved websites

St. Philip's Academy

Technology Curriculum Objectives

1st Grade

1.1 Ethical and Safe Use of Technology

Demonstrate proper care of hardware and media. Discuss issues related to responsible use of technology systems and software, including personal consequences of inappropriate use. Demonstrate use of appropriate computer netiquette.

1.2 Basic Computer Operation and Concepts

Demonstrate optimal posture and position at the computer workstation. Use developmentally appropriate keyboard techniques. Demonstrate use of appropriate keys. Utilize developmentally appropriate and accurate terminology to communicate effectively in a technological society. Use a variety of media and technology resources for directed and independent learning activities across the curriculum. Demonstrate procedures to access, navigate, save and exit applications. Identify computer hardware components and peripheral devices. Demonstrate appropriate use of hardware while distinguishing between input, output, and storage devices. Practicing responsible uses of networked computers, use of login name, log off and shut down.

1.3 Paint and Drawing

Demonstrate use of drawing tools and manipulation of graphics/clip art. Practice planning and organizing design ideas, arranging elements to create an appealing layout, change font size and style and add graphics. Complete project-based learning activities that support other areas of the curriculum

1.4 Word Processing

Utilize a word processor to create new and save documents. Demonstrate how to open, view, print and close documents. Demonstrate how to locate letters, and numbers on the keyboard and demonstrate the use of special keys, such as enter, shift, caps lock, and spacebar

1.5 Technology Research

Utilize information from approved websites

St. Philip's Academy

Technology Curriculum Objectives

2nd Grade

1.1 Ethical and Safe Use of Technology

Demonstrate proper care of hardware and media. Discuss issues related to responsible use of technology systems and software, including personal consequences of inappropriate use. Demonstrate use of appropriate computer netiquette.

1.2 Basic Computer Operation and Concepts

Demonstrate optimal posture and position at the computer workstation. Use developmentally appropriate keyboard techniques. Demonstrate use of appropriate keys. Utilize developmentally appropriate and accurate terminology to communicate effectively in a technological society. Use a variety of media and technology resources for directed and independent learning activities across the curriculum. Demonstrate procedures to access, navigate, save and exit applications. Identify computer hardware components and peripheral devices. Demonstrate appropriate use of hardware while distinguishing between input, output, and storage devices. Practicing responsible uses of networked computers, use of login name, log off and shut down.

1.3 Paint and Drawing

Demonstrate use of drawing tools and manipulation of graphics/clip art. Practice planning and organizing design ideas, arranging elements to create an appealing layout, change font size and style and add graphics. Complete project-based learning activities that support other areas of the curriculum

1.4 Word Processing

Utilize a word processor to create new and save documents. Demonstrate how to open, view, edit, format, print and close documents. Use desktop publishing techniques to insert, manipulate and modify graphics. Use a word processor to write stories and poems,

1.5 Presentation

Prepare an electronic presentation using Hyperstudio. Demonstrate how to create and edit slides/screens, add and edit text, use research in a real world context, customize the background using color and picture, arrange objects on the screen and insert and manipulate graphics, include transitions and add sound.

St. Philip's Academy

Technology Curriculum Objectives

3rd Grade

1.1 Ethical and Safe Use of Technology

Demonstrate proper care of hardware and media. Discuss issues related to responsible use of technology systems and software, including personal consequences of inappropriate use. Demonstrate use of appropriate computer netiquette. Interpret copyright laws and policies with regard to ownership and use of electronic information. Identify and practice legal and ethical behaviors when using information and technology.

1.2 Basic Computer Operation and Concepts

Demonstrate optimal posture and position at the computer workstation. Use developmentally appropriate keyboard techniques. Utilize developmentally appropriate and accurate terminology to communicate effectively in a technological society. Use a variety of media and technology resources for directed and independent learning activities across the curriculum. Identify computer hardware components and peripheral devices. Utilize an operating system efficiently. Demonstrate appropriate use of hardware while distinguishing between input, output, and storage devices. Practice responsible use of networked computer- setup and change passwords. Demonstrate basic computer management skills, organize files, and identify advantages of creating an organized file structure.

1.3 Technology Research Tools

Demonstrate how to evaluate Internet Resources using a set of criteria to explore, evaluate and compare informational web sites. Demonstrate how to apply the criteria when searching resources from the Internet. Utilize appropriate online resources to support learning and research, Use the Internet to access information. Practice applying appropriate techniques to search for and retrieve information.

1.4 Word Processing

Utilize a word processor to create new and save documents. Demonstrate how to open, view, edit, format, print and close documents. Use desktop publishing techniques to insert, manipulate and modify graphics. Use a word processor to write stories and poems,

1.5 Presentation

Prepare an electronic presentation using Hyperstudio. Demonstrate how to create and edit slides/screens, add and edit text, use research in a real world context, customize the background using color and picture, arrange objects on the screen and insert and manipulate graphics.

St. Philip's Academy

Technology Curriculum Objectives

4th Grade

1.1 Ethical and Safe Use of Technology

Discuss issues related to responsible use of technology systems and software, including personal consequences of inappropriate use. Demonstrate use of appropriate computer netiquette. Interpret copyright laws and policies with regard to ownership and use of electronic information. Identify and practice legal and ethical behaviors when using information and technology.

1.2 Basic Computer Operation and Concepts

Demonstrate optimal posture and position at the computer workstation. Use developmentally appropriate keyboard techniques. Use a variety of media and technology resources for directed and independent learning activities across the curriculum. Utilize an operating system efficiently. Demonstrate appropriate use of hardware while distinguishing between input, output, and storage devices. Practice responsible use of networked computer- setup and change passwords. Demonstrate basic computer management skills, organize files, and identify advantages of creating an organized file structure.

1.3 Telecommunication Tools

Demonstrate the use of telecommunication and other media to collaborate and interact with peers and other audiences, following appropriate laws and regulations. Discuss and explain the World Wide Web, Microsoft Internet Explorer and the Internet.

1.4 Word Processing

Utilize word processor software, Microsoft Word to create new and save documents with emphasis on editing, formatting and creating tables

1.4 Presentation Skills

Demonstrate how to prepare a multimedia presentation using Microsoft PowerPoint. Create and edit slides/screens, add and edit text, graphics. Use features that allow for background and modification of objects. Insert sound, video, hyperlinks, and animation to enhance the presentation.

1.5 Introduction to Keyboarding

Demonstrate proper body/hand/finger position of efficient keyboarding operation, correct use of the home-row position and its anchor keys, as well as proper direction of the fingers from their home-row positions to the target keys and back to home position.