

## Elementary Technology Course Overview

(JULY 2005)

In the elementary technology classroom, while students work on building their skills in various computer applications, they will also have the opportunity to explore beyond the applications and beyond the classroom. Below is a list of recommended software that can be used to maintain a high level of interest and enjoyment in technology.

Kid Pix can be used with younger kids to draw, create addition and subtraction stories, and make different shapes. Outline maps of countries and continents in addition to country flags can be added to slides. A magnificent application of Kid Pix can be the creation of an ABC book.

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Tabletops, Jr. is a program now produced by Sunburst with which even the youngest students can sort, discriminate features (colors, two-digit numbers, three-digit numbers, shapes, letters, size), and find similarities. Kids gain mouse practice at the same time they use Venn diagrams, charts, and tables. **The capabilities of the Tabletops program are limitless.**

<http://store.sunburst.com/ProductInfo.aspx?itemid=176695>

The February 2005 price was \$159 for a 10 Lab pack.

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The Global Virtual Classroom is a free online educational program to promote communication, collaboration and understanding among students around the world.

<http://www.virtualclassroom.org>

From this link, teachers can find other teachers who have the same kind desire for a project. For instance, a teacher in Kazakhstan who has not used the Internet for a project before can find a teacher in Australia who teaches students of a similar age who also has not used the Internet for a project before. Those two teachers can receive descriptions written by their students of monsters via email. Their students can draw the monsters based on those descriptions and then send them back to the authors of the descriptions. From this small beginning, teachers can move all the way to where they collaborate on the production of a webpage

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Below is a list of suggested software titles that elementary teachers can use to provide a valuable, educational experience for students during the time they are not working specifically on Technology outcomes. This list does exhaust all possibilities nor are all the titles required for operation of the courses.

Kid Pix Deluxe 3

Puzzlemaker

Living Books Products

Millie's Math House

Sammy's Science House

Bailey's Book House

Carmen Series

(Where in the World)

(Where in Time)

Tabletops, Jr. (will not work with XP system)

## ***COURSE OUTCOMES***

### **TECHNOLOGY**

#### **(SECONDARY)**

(JULY 2005)

The Secondary Technology is designed so that students in the 12 and 13-year-old classes can engage in the course as scheduling allows. It is possible for a student to complete the course during the 12 and/or the 13-year-old years. Secondary Technology will give the student the skills they need to be successful in further secondary courses. Because students enter the course with a wide variety of computer experience, the basics are part of the first outcomes.

The first skill the student will master is keyboarding. The student will practice keyboarding with their final goal of 35 WPM. They will continue keyboarding practice for 10 minutes each class period throughout the year. They move quickly through word processing, spreadsheets, presentations, email, Internet, and creating a webpage.

After the basic applications the student can delve into the selective outcomes. The selective outcomes are accessible to all teachers and students. A student who has successfully completed the essential Technology outcomes can engage in the selective units. Each school has student and teacher textbooks for a course on Java programming.

Because of the nature of modern technology, popular and widely used programs and techniques will appear rapidly and regularly. For this reason, those teachers who have interest and expertise are welcome to develop their own units. Teachers are encouraged to submit units that prove to be valuable to the QSI curriculum office for dissemination.

#### **Hardware and software that must be available for student and teacher use in every QSI school:**

*Digital Camera*

*Microsoft Office 2000*

*Digital Video Camera*

*Color Printer*

*Computer Projection Device*

*Scanner*

*Microsoft FrontPage*

#### **Suggested software titles and hardware that will support the units we have**

**written.** (This is not an exhaustive list of the possible titles, nor are they absolutely necessary for completion of the outcomes.) *Microsoft Office 2003*

*Microsoft FrontPage*

*Microsoft Paint*

*PrintShop 20*

*Macromedia Dreamweaver*

*Adobe Photoshop*

*Adobe Premier*

*Adobe Pagemaker*

*Ulead Systems*

*Quark Express*

*All the Right Type*

*Microsoft Publisher*

*Mavis Beacon*

*Microsoft Picture It*

*Typing Tutor 12*

*Microsoft Photo Editor*

An outline of the ten essential units follows:

**Essential Units:**

- E01 – Keyboarding and Computer Basics
- E02 – Keyboarding and Internet
- E03 – Keyboarding and Personal Information Management
- E04 – Basic Word Processing
- E05 – Advanced Word Processing
- E06 – Basic Spreadsheet
- E07 – Advanced Spreadsheet
- E08 – Database
- E09 – Presentation
- E10 – Web Page Creation

The students may engage in the following selective units for additional secondary credits.

**Selective Units:**

- S01 – More Advanced Spreadsheet
- S02 – Computer Maintenance
- S03 – Viruses, Encryption, Spyware, and Firewalls
- S04 – Graphics
- S05 – Graphics Projects
- S06 – Advanced Web Page Creation
- S07 – Movie Making
- S08 – Web Projects
- S09 – Flash Animation
- S10 – Imaging Enhanced
- S11 – Basic Web Designing

Other selective units may be designed as desired.