



## Second Grade Technology Class Agenda

### September

### Standards

#### Class 1

##### **Reading/Language Arts: *Word Munchers***

This program helps children acquire a greater understanding of basic reading skills. Students participate in several activities stressing basic phonics skills. Students will also have practice using the following parts of speech correctly; adjectives, adverbs, verbs, nouns, pronouns, synonyms and antonyms. This program will be used K-6.

- |                             |                         |
|-----------------------------|-------------------------|
| • Start up the computer     | 2.5                     |
| • Safety in using computers | 1.2, 1.3, 2.1, 2.4, 2.5 |
| • Identify Monitor          | 1.1, 1.3, 2.4, 2.5, 3.2 |
| • Identify Keyboard         | 1.2, 2.1, 2.4, 2.5      |
| • Identify Hard Drive       | 1.2, 2.1, 2.4, 2.5      |
| • Identify CD Rom           | 1.2, 2.1, 2.4, 2.5      |
| • Initial Consonants        | 1.2, 2.1, 2.4, 2.5      |
| • Ending Consonants         | 1.2, 2.1, 2.4, 2.5      |
| • Nouns                     | 2.4                     |
| • Pronouns                  | 2.4                     |
| • Possessive Nouns          | 2.4                     |
| • Adjectives                | 2.4                     |
| • Nouns/Pronouns            | 2.4                     |
| • Synonyms/Antonyms         | 2.4                     |

**Assessment:** Students will demonstrate their ability to independently use the reading/language arts software above by following a computer teacher's directed lesson.

### September

#### Class 2

##### **Tool: *Read Write and Type***

This typing program will be used kindergarten through grade 2. Students not only learn to type, they learn correct hand position as well. The reading portion allows children to develop good phonics' skills as they sound out new words. Children play a series of three games with a character called Vexor. Vexor enjoys taking letters out of the keyboard. Children play a series of three games to get each letter back. The goal is to free the letter and return it to the keyboard.

- |                         |                    |
|-------------------------|--------------------|
| • Starting the Computer | 2.5                |
| • Insert a CD           | 1.1, 1.2, 2.4, 2.5 |
| • Name a file           | 1.1, 1.2, 1.3, 1.4 |

## September

### Class 2 (Cont.)

### Standards

**Tool:** *Read Write and Type*

- |  |                |
|--|----------------|
| • Home Row   | 1.1, 1.2, 1.3, |
| • Hand Position                                      | 1.3            |
| • Space Bar  | 1.1            |
| • Complete letters F, A, T, C for first certificate  | 1.1, 2.4       |
| • Complete letters J, H, I, S for second certificate | 1.1, 2.4       |

**Assessment:** Students will demonstrate their ability to print a certificate in the word processing program *Read, Write and Type* by successfully following a computer teacher's directed lesson.

### **Social Studies: Carmen SanDiego**

Carmen and her band of thieves are committing crimes. Students sign on to catch Carmen and her thieves. Students travel throughout the world with good guys Zak and Ivy trying to catch both Carmen and her thieves. Along the way they will collect clues to capture them one at a time. Fifteen crimes will be solved and fifteen criminals in all will be caught. Students will learn interesting facts about the countries they visit and work on map skills as they travel the world in search of Carmen. Carmen will be the last criminal to be caught. Students complete the program when this is done.

- |                            |               |
|----------------------------|---------------|
| • Name file                | 1.1, 1.2, 1.3 |
| • Identify country by name | 2.4           |

**Assessment:** Students will demonstrate their ability to independently use the social studies program above, by successfully completing a computer teacher's directed lesson.

## Class 3

### **Language Arts: Spelling Blaster**

Students in grade 2 have an opportunity to listen, speak, read, write and spell with this program. The program opens with two characters *Blasternaut and Galactica*, embarking on a journey to rescue books which have been taken by *The Mumlbers*. Students choose one of the characters to travel to one of three islands where they will play spelling games. These games involve typing missing letters in a word, and unscrambling words. When students answer correctly they are rewarded with a clue. Students need to collect five clues. These clues are actual pieces of clothing all matching the description of the mumblber who took one of the books. Students match the clues to uncover who the mumblber is. Once they have done this they return to town, and collect a certificate. They advance to a new word list and begin again. There are one hundred and forty two word lists, divided into six units. Teachers may also put weekly spelling words in.

- |                         |                    |
|-------------------------|--------------------|
| • Identify icon         | 1.2                |
| • Type missing letters  | 1.1                |
| • Complete word list ag | 2.4                |
| • Print a certificate   | 1.1, 1.2, 1.3, 1.4 |

**Assessment:** Students will successfully demonstrate their ability to follow a computer teacher's created lesson using the language arts programs above.

# October

## Standards

### Class 4

#### **Reading: *Star Reading***

1.1, 3.4

Twice each school year grade two students take this 10 minute, twenty five question test. Classroom teachers, along with the reading specialist and the computer teacher, observe testing. The computer teacher instructs all students on how to use the program. Classes are scored by the reading specialist. Students reading levels are listed and all are ranked. Individual reports are available for the classroom teacher's use.

- Review keyboard numbers
- Enter Key
- Identify Independent Reading Level

**Assessment:** Students will demonstrate their ability to follow a computer teacher's created lesson using the reading/language art's programs above.

#### **Math: *Interactive Math Journey***

Students embark on a journey to find the Math Magician by exploring 10 Math Lands and wind their way around this math lands solving addition, subtraction, multiplication, measurement and division problems. Students listen to math songs in each of these lands and problem solve as well. The ultimate goal is to get to the end of the tenth land and find the math magician.

- |                   |             |
|-------------------|-------------|
| • Identify Icon   | 1.2         |
| • Name file       | 1.1,1.2,1.3 |
| • Addition        | 2.4         |
| • Subtraction     | 2.4         |
| • Problem solving | 2.4         |
| • Addition        | 2.4         |
| • Subtraction     | 2.4         |
| • Multiplication  | 2.4         |
| • Division        | 2.4         |
| • Fractions       | 2.4         |
| • Measurement     | 2.4         |

**Assessment:** Students will successfully demonstrate their ability to follow a computer teacher's created lesson using the math program above.

# October

Standards

## Class 5

### **Research: *Ultimate Children's Encyclopedia***

Children travel with *Zak*, and will be guided through an actual encyclopedia. Zak's room has several different places to click on in his room. Some of these places include Sports, Buildings and Architecture, Great Lives, The Arts, Countries and Places, Our Earth, The Human Body, Astronomy and Space, Plants, Food and Farming as well as Government and Politics.

- Learn how to navigate through a database to find information. 3.1, 3.2
- Explore and develop an understanding of how to gather information. 3.1, 3.2
- [Organize information in the program's journal](#) 3.2
- [Copy and paste a picture from the program.](#) 1.4
- [Copy and paste an article from the program](#) 1.4

**Assessment:** Students will demonstrate their ability to navigate through a database to find information by completing a computer teacher's directed lesson.

## Class 6

### **Presentation Software: *Kid Pix Lesson I***

Kid Pix is a children's painting program, which will be used kindergarten through grade two. Students use drawing tools and stamps to create their pictures.

- Control and shift keys 1.1
- Introduce letter keys 1.1
- Color Palette 1.4, 1.10
- Square Tool 1.4, 1.10
- Circle Tool 1.10
- Stamp Tool 1.10
- Pencil 1.10
- Paint Can 1.10
- Paint Brush 1.10
- Save 1.1, 1.2, 1.3, 1.4
- [Typewriter](#) 1.1

**Assessment:** Students will demonstrate their ability to independently use the tools above, in the program Kid Pix Studio III, to complete a computer teacher's directed lesson.

# November

## Standards

### Class 7

#### **Tool: Kid Pix Lesson II**

Kid Pix is a children's painting program, which will be used kindergarten through grade two. Students use drawing tools and stamps to create their pictures. These pictures may be saved into a slide show format to be shown at a later date. Lesson two will focus on creating a quilt. A third class will focus on teaching students how to create a slide show. Students will also print one of the two pictures they have created.

- |                                 |                    |
|---------------------------------|--------------------|
| • Control and shift keys        | 1.1                |
| • Introduce letter keys         | 1.1                |
| • Letter Key                    | 1.1                |
| • Color Palette                 | 1.4, 1.10          |
| • Square Tool                   | 1.4,1.10           |
| • Circle Tool                   | 1.10               |
| • Mixer                         | 1.10               |
| • Stamp Tool                    | 1.10               |
| • Pencil                        | 1.10               |
| • Paint Can                     | 1.10               |
| • Paint Brush                   | 1.10               |
| • <a href="#">Quilt project</a> | 1.10               |
| • Save                          | 1.1, 1.2, 1.3, 1.4 |
| • Print                         | 1.1, 1.2, 1.3, 1.4 |

**Assessment:** Students will demonstrate their ability to independently use the program above by completing a computer teacher's directed lesson. Students will demonstrate their ability to use the tools above by completing their classroom teacher's directed lesson.

### Class 8

#### **Science: Thinking Science**

Students explore four different science stations with this program. *Carrie* is the program guide. Three scouts ask questions of the children in each of the science centers. *Bobbie the Sock*, *Buddy the Leaf*, and *Einstone*, hide in the science web and students click on them to travel to the various science centers. Students enter a science station and begin a challenge. Once the challenge has been completed, students have a chance to win a prize. There are fourteen printable treasures. The goal is to collect all fourteen. The five science stations students enter are as follows: *Day and Night* where students observe what happens as the earth spins on its axis. Students are asked to rotate the earth to change from day to night. In the *Fun Physics* station students experiment with ramps, catapults, and pendulums to learn about the physics of motion. In *What did you see*, students are asked to remember where animals were placed before they were moved by the computer. *Animal Tracking* provides the student with tools to help figure out the animal track on the screen. Finally in the *Mystery Cave*, students try to use to clues to figure out what is in the cave. Four choices are given and students must figure which one it is. A full library of information is available in printed form from *Animal Tracking*, *Fun Physics*, and *Day and Night*.

# November

## Standards

### Class 8 (Cont.)

**Science: *Thinking Science***

- |   |               |
|---|---------------|
| • Name file                                 | 1.1, 1.2, 1.3 |
| • Ramps                                     | 2.4, 3.3      |
| • Catapults                                 | 2.4, 3.3      |
| • Pendulum                                  | 2.4, 3.3      |
| • Identify Animal Tracks by Toe Marks       | 2.4, 3.3      |
| • Identify Animal Tracks by Track shape     | 2.4, 3.3      |
| • Turning the Earth for one Day             | 2.4, 3.3      |
| • Turn the Earth for The Time of Day-Winter | 2.4, 3.3      |
| • Identify Color, Shape, Smell, Feel        | 2.4, 3.3      |
| • Choose from Four Similar Objects          | 2.4, 3.3      |
| • Encyclopedia Research                     | 2.4, 3.1      |

**Assessment:** Students will demonstrate their ability to independently use the science program above by successfully completing a computer teacher's directed lesson.

### Class 9

**Math: *Turbo Math Facts***

Students practice basic addition, subtraction, multiplication and division. Facts flash on to the screen, and students must answer quickly. Correct answers are rewarded with money. Incorrect answers are corrected on the screen and no money is earned. The amount of money a student receives is determined by the speed they answer. Grade two students must complete 100 laps before they race. Cars are purchased. The more expensive the car the quicker it runs. Scores are maintained in a hall of fame where students can race against each other. A progress report of a child's progress is available for the teacher to view and is saved in the child's file.

- |  |                    |
|--|--------------------|
| • Name file                                    | 1.1, 1.2, 1.3, 1.4 |
| • Addition facts through 20                    | 2.4                |
| • <a href="#">Subtraction facts through 20</a> | 2.4                |
| • Arrow keys                                   | 1.1                |

**Assessment:** Students will demonstrate their ability to independently use the math program above by successfully completing a computer teacher's directed lesson.

## November

## Standards

### Class 9 (Cont.)

#### Math: *Math Blaster*

Student's grades one through six explore number patterns, addition, subtraction, estimation, multiplication, division, fractions, decimals and percents. Grade two students will focus their energy on addition and subtraction, with a slight introduction to multiplication at the end of the year. Students embark on a long journey *In Search of Spot* and play three games. Within these games math facts are drilled. The games are *Trash Zapper*, *Number Recycler*, *Cave Runner* and *Math Blaster*.

- Name file
- [Addition facts through twenty-level 2](#) 1.1, 1.2, 1.3, 1.4
- [Subtraction facts through twenty-level 2](#) 2.4
- [Number patterns level 1- level 2](#) 2.4

**Assessment:** Students will demonstrate their ability to independently use the math program above by successfully completing a computer teacher's directed lesson.

## December

### Class 10

#### Science: *The Water Planet*

This interactive program separates water into three categories. Students examine steam, liquid and ice.

- Watch videos within each topic 3.3, 3.4
- View filmstrips within each topic 3.3, 3.4
- View science experiments within each topic 3.3, 3.4

**Assessment:** Students will demonstrate their ability to independently use the math program above by successfully completing a computer teacher's directed lesson.

### Class 11

Math, Science, Social Studies and Language Arts : *The Graph Club (New Version)* 1.3, 1.6, 3.2

#### Class I

Children have an opportunity to increase graphing skills with this program. Children also have an opportunity to match graphs presented on the computer.

- Discuss what a survey is and the difference between a bar, circle, line and picture graph.
- [Understanding menu bar and changing number to be graphed](#)
- [Selecting and inserting symbols for a survey](#)
- Graph sample survey
- Discuss observations relative to the graph
- Write **three** observations relative to the graph
- Create bar, circle, and line graph
- Matching graph activity

**Assessment:** Students will demonstrate their ability to independently use the program above to complete a computer teacher's directed lesson. Students will demonstrate their ability to independently use the tools above to complete a classroom teacher's lesson

# January

## Standard

### Class 12

#### **Tool: *Print Shop***

This program helps the student create professional looking cards, signs, calendars and much more. This program will be used kindergarten through grade 6. Students in kindergarten will create a 2004 year calendar to take home to parents.

- |                                 |                    |
|---------------------------------|--------------------|
| • Choose a project              | 2.4                |
| • Select a path                 | 2.4                |
| • <a href="#">Select card</a>   | 2.4                |
| • Select orientation            | 2.4                |
| • Select a backdrop             | 2.4                |
| • Changing font and color       | 2.4                |
| • Insert text                   | 1.3                |
| • <a href="#">Add a graphic</a> | 1.3                |
| • Save                          | 1.2, 1.3, 1.4      |
| • Print                         | 1.1, 1.2, 1.3, 1.4 |

**Assessment:** Students will demonstrate their ability to independently use the *Print Shop* to create a card by following a computer teacher's directed lesson.

### Class 13

#### **Social Studies: *Trudy's Time and Place***

Students will use this program through grade three. Students will learn to use both relative and intermediate directions, make and solve maps, and explore calendar activities. Grade two will expand their first grade travel to include another journey throughout the seven continents taking pictures as they go. Pictures will also be taken of countries within each continent along with major cities and landmarks as well. Major oceans will be photographed as well. These pictures are collected within a notebook, which children can view as a slide show and then print. Teachers will be given a coloring book of the places their students have visited. Students will also use the time portion of the program where both digital and analog clocks are used Grade two students will focus on studying time to the hour and half hour as well as the quarter hour.

- |   |                        |
|---|------------------------|
| • Insert a CD   | 1.1, 1.2, 2.4, 2.5     |
| • Arrow keys  | 1.1, 1.2, 2.4          |
| • Learn to use relative directions: North, South, East and West                       | 1.1, 1.2, 2.4, 3.3     |
| • Learn to use intermediate directions: Northeast, Southeast, Northwest and Southwest | 1.1, 1.2, 2.4, 3.3     |
| • Photograph the seven continents   | 1.1, 1.2, 1.9 2.4, 3.3 |
| • Photograph major oceans   | 1.1, 1.2, 1.9 2.4, 3.3 |
| • <a href="#">Photograph major countries within continent</a>                         | 1.1, 1.2, 1.9 2.4, 3.3 |
| • <a href="#">Photograph major landmarks within country</a>                           | 1, 1.2, 1.9 2.4, 3.3   |
| • Solve map in <a href="#">level two</a>  | 1.1, 1.2, 2.4          |
| • Create a map in <a href="#">level two</a>   | 1.1, 1.2, 2.4          |
| • Read and set digital time to the hour, half hour, and <a href="#">quarter hour</a>  | 1.1, 1.2, 2.4          |
| • Read and set analog time to the hour and half hour and <a href="#">quarter hour</a> | 1.1, 1.2, 2.4          |

# January

## Standard

### Class 13 (Cont.)

**Social Studies:** *Trudy's Time and Place*

**Assessment:** Students will demonstrate their ability to independently use the social studies program above, by successfully completing a computer teacher's directed lesson.

# February

### Class 14

**Language Arts:** *Ultimate Writing Center*

1.3, 1.4,3.1

Penny the Pen takes students on a writing adventure. This writing program allows students to get tips on good writing and get ideas for stories. A special notebook is included with this program, where children take notes as they read information about space, the ocean, or the rainforest. If they choose to write on one of those topics, they may take their notebook of information with them to a writing area. This notebook allows them to organize their information before writing. Once in the writing area, a colorful and user friendly menu bar assists the children with their writing projects. Upon completion of their writing, students travel to the presentation center to listen to what they have written. Grade two students create a rainforest fact file.

- [Overview of the program](#) 2.4
- Conduct research at the space center located the story idea center 3.1
- [Insert four facts](#) 1.3
- [Transfer notebook to the writing center and create a fact file.](#) 1.3
- Copy and paste facts from the writing center into a blank document. 1.4
- Change font, color and size of text from the menu bar 1.3
- [Insert background for the writing project](#) 1.3
- Insert graphic 1.3
- Save and print document. 1.3
- [Go to presentation theatre to listen to fact file on the rainforest.](#) 1.3

**Assessment:** Students will demonstrate their ability to use the word processing program above by successfully completing a computer teacher's directed lesson. Students will also complete successfully their classroom teachers directed lesson.

### Class 15

**Tool:** *Calendar Creator*

This calendar creating program allows children to create daily, weekly, monthly and yearly calendars. They are also able to insert events and pictures for a particular day. Students will word process three events, and insert three pictures.

- Month layout 1.1, 1.2, 1.3,1.4
- Identify icon
- [Insert three events](#)
- [Insert three pictures](#)
- [Open Picture Folder](#)

# February

## Standard

### Class 15 (Cont.)

**Tool:** *Calendar Creator*

- Control Keys-Control S, P, C and V
- Change font, color and size from the menu bar
- Typewriter
- Save to C drive
- Save to the Network
- Print

**Assessment:** Students will demonstrate their ability to independently use the tools above, in the program Kid Pix Studio III, to complete a computer teacher's directed lesson. Students will demonstrate their ability to independently use the tools above to complete a classroom teacher's lesson.

### Lesson 16

**Tool:** *Kid Pix Lesson III*

Kid Pix is a children's painting program, which will be used kindergarten through grade two. Students use drawing tools and stamps to create their pictures. These pictures may be saved into a slide show format to be shown at a later date. This class will focus on teaching students how to create a slide show. Students will learn how to insert sound and transition for their slide show. These slide shows will be saved to their classroom folders on the network.

- |  |               |
|--|---------------|
| • Log on with classroom password                                   | 1.1, 1.2      |
| • Identify icon  | 1.2           |
| • Load Kid Pix Slide Show  | 1.9, 3.3, 3.4 |
| • Follow task card   | 2.4           |
| • Load the four slides created in class in trucks one through four | 1.9, 3.3, 3.4 |
| • Load twenty additional slides from computer's file               | 1.9, 3.3, 3.4 |
| • Load sound for each slide  | 1.9, 3.3, 3.4 |
| • Load transition for each slide                                   | 1.9, 3.3, 3.4 |
| • Save slide show in C drive                                       | 1.2, 3.3, 3.4 |
| • Save slide show in the <i>Network</i> drive                      | 1.2, 3.3, 3.4 |
| • Play slide show  | 1.9, 3.3, 3.4 |

**Assessment:** Students will demonstrate their ability to independently use the program above by completing a computer teacher's directed lesson. Students will demonstrate their ability to use the tools above by completing their classroom teacher's directed lesson.

# February

## Standard

### Class 17

#### Language Arts: *Sunbuddy Writer*

Children continue to word process with this writing program. Grade two students will be given a paragraph resembling a Rebus puzzle. Student will save and print their document.

- |                              |                    |
|------------------------------|--------------------|
| • Name file                  | 1.1, 1.2, 1.3, 1.4 |
| • Insert cursor              | 1.1, 1.2, 1.3, 1.4 |
| • Highlight                  | 1.1, 1.2, 1.3, 1.4 |
| • Change font size           | 1.1, 1.2, 1.3, 1.4 |
| • Insert graphic within text | 1.3                |
| • Save                       | 1.2, 1.3, 1.4      |
| • Print                      | 1.1, 1.2, 1.3, 1.4 |

**Assessment:** Students will demonstrate their ability to independently use the program above by completing a computer teacher's directed lesson. Students will demonstrate their ability to use the tools above by completing their classroom teacher's directed lesson.

# March

### Class 18

#### Language Arts: *Student Writing Center*

This writing program allows children to learn the basics of good document presentation. Students are able to use a colorful menu to help them with all basic word processing features. Students in second will use the title page and report features.

- |   |                    |
|---|--------------------|
| • Log on                                | 1.1, 1.2           |
| • Insert a classroom password           | 1.1, 1.2           |
| • Identify classroom folder             | 1.1, 2.4           |
| • Insert cursor                         | 1.1, 1.2, 1.3, 1.4 |
| • Highlight text                        | 1.1, 1.2, 1.3, 1.4 |
| • Delete a character/Adding a character | 1.4                |
| • Control V                             | 1.4                |
| • Control C                             | 1.4                |
| • Control P                             | 1.4                |
| • Control B                             | 1.4                |
| • Control I                             | 1.4                |
| • Change color                          | 1.1, 1.2, 1.3, 1.4 |
| • Select and insert graphic             | 1.3                |
| • Copy and paste a picture              | 1.1, 1.2, 1.3, 1.4 |
| • Save                                  | 1.2, 1.3, 1.4      |
| • Print                                 | 1.1, 1.2, 1.3, 1.4 |

**Assessment:** Students will demonstrate their ability to independently use the program above by completing a computer teacher's directed lesson. Students will demonstrate their ability to use the tools above by complete their classroom teacher's directed lesson.

# March

## Standards

### Class 18 (Cont.)

#### **Reading: *Star Reading***

1.1, 3.4

Twice each school year grade two students take this 10 minute, twenty five question test. Classroom teachers along with the reading specialist and the computer teacher observe testing. The computer teacher instructs all students on how to use the program. Classes are scored by the reading specialist. Students' reading levels are listed and all are ranked. Individual reports are available for the classroom teacher's use.

- Review keyboard numbers
- Enter Key
- Identify Independent Reading Level

**Assessment:** Students will demonstrate their ability to follow a computer teacher's created lesson using the reading/language art's programs above. Students will be able to independently complete their classroom teacher's created lesson.

### Class 19

#### **Research Skills: *Internet***

Students will browse the Wrentham Public School's website.

2.2, 2.3

- [Browser](#) 2.2
- [Search Engine](#) 2.2
- [Links](#) 2.2
- Responsible use of the computer 2.1
- [Ethical use of the Internet](#) 2.2
- [Scavenger hunt](#) 2.3

**Assessment:** Students will demonstrate their ability to independently search for information on the internet and browse the Wrentham Public Schools' Website by using the navigation features by successfully completing a computer teacher's directed lesson. Students will be able to independently research information to gather information from a website , to complete their classroom teacher's directed lesson.

### Class 20

#### **Organization of information in all subjects: *Timeliner***

1.5, 1.6, 3.2, 3.3

With this program, children create and interpret a standard timeline.

- Review basic word processing skills.
- [Control Keys](#) 1.1, 1.3
  - [Control + S](#)
  - [Control + P](#)
- Format
- Font and Size
- Color
- [Style: Bold](#)

**Assessment:** Students will demonstrate their ability to successfully create a timeline, by following computer teacher's directed lesson using the skills listed above.

# April

## Standards

### Class 21

#### Language Arts: *Storybook Weaver Deluxe*

Students use this story writing, book-making program to create thoughtful word processing projects. Teachers have the option of having children leave top portion of the document blank, so children may do their own illustrations. Several backgrounds and stamps are available to students to enhance their drawings. Children have an opportunity to hear what they have written by going to the *text to speech* portion of the program.

- Students will design one page for their class book. This memory book will be presented to their teacher at the conclusion of the school year.
- Select stamp category 2.4
- Identify and icon 1.2
- Inserting a border 1.4
- Inserting a title 1.3
- Inserting a graphic 1.3
- Inserting text 1.3
- Change font 1.3
- Changing color 1.3
- Changing style 1.3
- Insert text 1.3
- Save 1.2, 1.3, 1.4
- Print 1.1, 1.2, 1.3, 1.4
- Text to Speech 2.4, 3.3

**Assessment:** Students will demonstrate their ability to use the word processing software above by independently and successfully completing a computer teacher's directed lesson.

### Class 22

#### Social Studies: *Zip Zap USA*

2.4

Children have an opportunity to increase map skills with this program

- Children identify all continents, fifty states and capitals 2.4
- Children identify all major landmarks within the fifty states 2.4

**Assessment:** Students will demonstrate their ability to independently use the social studies program above by successfully completing a computer teacher's directed lesson.

## May

## Standards

### Class 23

**Research: Eyewitness Children's Encyclopedia**

This encyclopedia is a CD-ROM encyclopedia for children ages 7-12. Children in grade two have an opportunity to conduct research on almost any topic. This encyclopedia has 3D landscapes where children can interact freely. A cheery navigator helps them. Topics students may learn about include: Nature, History, Geography, Science, and Culture. This program also includes an atlas. Over 40 videos are included 70 animations, a 2000 word glossary, 700 biographies and 20 virtual worlds, such as the city, a savannah, a garden and a forest. Second grade children can complete activities within level A. Teachers will find information for this level in the teacher's manual.

- Learn how to navigate through a database to find information. 3.1, 3.3
- Explore and develop understanding of how to gather information. 3.1, 3.3
- Copy and Paste a picture from the program. 3.1, 3.3
- Copy and paste and article from the program. 3.1, 3.3

**Assessment:** Students will demonstrate their ability to navigate through a database to find information by completing a computer teacher's directed lesson. Students will demonstrate their ability to successfully follow a classroom teacher's directed lesson.

### Class 24

**Research: Ultimate Children's Encyclopedia**

- Learn how to navigate through a database to find information. 3.1, 3.3
- Explore and develop understanding of how to gather information. 3.1, 3.3
  - Copy and paste a picture from the program. 3.1, 3.3
  - Copy and paste and article from the program. 3.1, 3.3
  - Organize information in the program's journal. 3.1, 3.3

**Assessment:** Students will demonstrate their ability to navigate through a database to find information by completing a computer teacher's directed lesson. Students will demonstrate their ability to successfully follow a classroom teacher's directed lesson.

## June

### Class 25

**Tool: Type to Learn**

Grade two students practice their typing skills located in the first three lessons of the program. There are 26 lessons in this program. Each lesson focuses on a different key.

- Learn new keystrokes 1.1, 1.3
- Review keystrokes from past lessons 1.1, 1.3
- Work through a typing drill in lessons 1-3. 1.1, 1.3

**Assessment:** Students will demonstrate proper keyboarding techniques by: sitting up straight, having fingers placed on the home row correctly, and having feet flat on the floor.

## June

## Standards

### Class 26

#### Language Arts: *Stanley Sticker Stories*

This word processing program enables children to write stories, animate the characters in the story, and add music to their page. Students may place several pages on a story board within the program, rearrange their order, duplicate scenes and play it back much like a slide show. Children will use this program kindergarten through grade 2.

- |  |                    |
|--|--------------------|
| • Insert a CD                            | 1.1, 1.2, 2.4, 2.5 |
| • Typing first and last name             | 1.1, 1.2, 1.3, 1.4 |
| • Inserting Animation                    | 3.3, 3.4           |
| • Close out of the program and remove CD | 1.1, 1.2, 2.4, 2.5 |
| • Arrange pictures on Story board        | 3.4                |
| • Play back as a slide show              | 1.9, 3.4           |

**Assessment:** Students will demonstrate their ability to independently use the software program above by successfully completing a computer teacher's directed lesson.