

# St. Joe's Technology Curriculum

## SECOND GRADE

### Second grade students will...

Identify and use the parts of a computer.

Open and quit software program (open a software program by double-clicking on an icon and closing a window to quit a software program).

Use the scroll bar

Use the mouse (point, click, double-click, and drag).

Practice responsible use of technology systems and software (age appropriate).

Demonstrate respect for others while using technology.

Learn about Digital Citizenship ([commonsensemedia.org](http://commonsensemedia.org))

Use prescribed technology writing or drawing tools for multimedia learning

Learn proper Keyboarding:

- Demonstrate proper hand, finger, & body position

- Use correct finger reaches from home row to top/bottom row keys

Current programs used:

**ABCYA.com** -- Second Grade children's computer games & activities feature large and easy-to-use navigation buttons as well as voice instructions. Games and activities include: alphabetical order, upper-case and lower-case letters, counting numbers, connect the dots, numerical order, shapes, addition, e-storybooks and holiday games.

**MS Paint** – Multimedia learning

**TYPING CLUB.COM** – Online program for teaching touch typing with the “home row” method of fingering. 100 levels of lessons.

**MAVIS BEACON** – Application program for teaching typing. Includes games. Not specific for grade levels.