

St. Joe's Technology Curriculum

THIRD GRADE

Third grade students will...

Identify and use the parts of a computer.

Open and quit software programs; Open, close, and restore windows.

Open and close a file

Use the scroll bar

Recognize icons and their functions.

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

Demonstrate respect for others and their privacy while using technology.

Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

Learn about Digital Citizenship (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

- Perform touch typing, 15-19 WPM.

Learn basic word processing:

- Move and place cursor ; Change font, size, style, and color of text ; Center text.

- Set page orientation (portrait and landscape)

- Select, insert, and delete text; introduce delete key

- Cut, Copy, and Paste text; Insert clip art; Use spell checker.

Current programs used:

ABCYA.com -- Third 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.

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.

MS Paint – Multimedia learning

MS Word and Google Apps – word processing