

St. Joe's Technology Curriculum

FIFTH GRADE

Fifth grade students will...

Learning features on Chromebooks

Using technology as part of presentations, reports, documents, collection of data and research

Recognize icons/apps and their functions.

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

Demonstrate respect for others through Digital Citizenship (commonsensemedia.org)

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

Demonstrate appropriate behavior for Internet and e-mail use.

Send, receive, and reply to e-mail. Share documents with classmates and teachers.

Discuss student responsibility when using social media

Perform simple searches and evaluate acquired information for validity and usefulness.

Develop multimedia presentations with sources cited.

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 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.

Learn basic graphics and multimedia

- Name and use paint and draw tools; Add a picture.

- Cut, copy, and paste pictures; Resize pictures.

- Create linear presentation; Add and edit text.

- Use templates, wizards, and backgrounds; Move and delete slides.

Current programs used:

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

GOOGLE APPS (Chromebook use)

MS Word

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

ABCYA.com -- Fifth 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.