

St. Joe's Technology Curriculum

KINDERGARTEN

Identify and use the parts of a computer.

Name keys on the keyboard: enter/return, spacebar, shift, delete, backspace, arrow keys, letters, numerals, etc.

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).

Learn about Digital Citizenship (commonsensemedia.org)

Demonstrate respect for others while using technology.

Use prescribed technology writing or drawing tools for multimedia learning

Current programs used:

ABCYA.com: 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