Activity Name: Double Clicking

Grade Level: PK-3

Standards: Use input devices (e.g. mouse, keyboard) and output devices (e.g. monitor, printer) to successfully operate computers and other technologies.

Technology Needed: Computer with mouse

Objectives:

- Point and double-click using the mouse
- Open a window using the mouse
- Close a window using the mouse

Description:

1. Begin by reviewing what an icon is.
2. Explain that clicking on an icon once makes it change color.
3. Double-clicking on an icon will open a window or the program desired.
4. Clicking on the small box on the top left of the window closes the window or program.
5. Demonstrate how to hold the mouse and where to click.
6. Demonstrate how to double click. Practice the double click by clapping. Have the students clap their hands twice and say "click, click" to indicate the speed at which to click.
7. Point to an icon and click one time. Have students tell you what happened (the icon is highlighted).
8. Clear the highlight by clicking in an empty space.
9. Now try to double click. If students don't click fast enough, it will not open the program.
10. Point out the box or area in which you will close the program. Have the students close the program.
11. EXTENSION-Play the game of duck, duck, goose. Instead of saying the words "duck, duck, goose" have the children say "click, click, click-click".
12. EXTENSION-Discuss objects that need to be opened and closed. Examples might be file drawers, bedroom windows, front doors, etc.

Activity Name: Type Name Here

Grade Level: 1-8

Standards: Use a variety of media and technology resources (e.g. Internet, CD rom)

Technology Needed: Computer with internet access

Objectives:

- Students will be able to use resources from the web to integrate everyday activities and technology.

Description: This activity was adapted from "On-Line Openers" from an Immanuel in-service presented by D Hechler.

1. Students can use the following websites for a Beginning-of-the-Day Activity:
2. Weather for the Day: www.weather.com
3. Word of the Day: www.m-w.com/cgi-bin/mwwod.pl
4. This Day in History: www.yahooligans.com/docs/tdih/
5. Number of the Day: www.nottingham.ac.uk/education/number (in today's date)
   www.scifaiku.com/tom/misc/digits/index.html (Fun with the digits 0-9)

As part of daily computer use, one student can search for the information, while another student uses the information and presents it to classmates using MS PowerPoint.

Activity Name: Fieldtrip Photo Album

Grade Level: K-5

Standards: Use a variety of media and technology resources (e.g. Internet, CD rom)

Technology Needed: Digital Camera and Powerpoint, Kidpix, or other presentation software

Objectives:

- To improve communication between parents, staff, and students
- To demonstrate the use of computers and digital camera technology

Description:

Use a digital camera to record highlights of your classroom fieldtrips. Use those photos for a slide show presentation for parents. Have students plan the narrative for each slide.

Activity Name: Bulletin Board Activity

Grade Level: Pk-8

Standards: Communicate about technology using developmentally appropriate and accurate terminology

Technology Needed: None

Objectives:

- Writing skills
- Learn input devices (mouse, keyboard)
- Learn output devices (printers, monitor)
- Word association-printed text to spoken word.

Description:

1. Display the computer parts on a bulletin board (which can be produced or bought at the store). Label each part; have the children label them.
2. EXTENSION-Label the actual parts on the computer
   EXTENSION- Play pin the part on the outline of the computer.

Activity Name: Identify the Parts of a Computer

Grade Level: Pk-8

Standards: Communicate about technology using developmentally appropriate and accurate terminology.

Technology Needed: Computer parts such as monitor, keyboard, cpu, speakers, printer.

Objectives:

- Students will be introduced to the parts of a computer.
- Students will explain the basics of how a computer operates

Description:

1. Play a modified version of "I Spy" using objects that are in a classroom like pencils or books. You would say "I spy with my little eye something that can make marks on paper and is long and yellow." Play the game with several objects. Ask if it is easier to describe an object, or to use the name of an object, like pencil?
2. Explain that it is easier to use the correct names for parts of the computer than to describe them. Play the game again using parts of the computer. An example would be, "I spy with my little eye the part of the computer that can show me pictures and words." The answer would be monitor.

3. Continue the game emphasizing these parts of the computer: monitor, keyboard, mouse, cpu-central processing unit, speakers, printer.
4. EXTENSION-Make a matching game with sets of cards that have pictures of each part of the computer. Have the students identify the part of the computer when they pick up the card, then have them try to find that matching card.

Activity Name: Books to Design and Print

Grade Level: Pk-8

Standards: Use developmentally appropriate multimedia resources (e.g. interactive books, educational software, elementary multimedia encyclopedias) to support learning.

Technology Needed: Computer with mouse and printer
Program such as Kidworks, Kidpix, Storybook Weaver, or Paint programs

Objectives:

- Use of the mouse
- Use of clicking
- Multimedia resources
- Letter recognition and sounds

Description:

1. Students will design their own alphabet books.
2. Each student will be assigned at least one letter of the alphabet.
3. Using a program such as Kidworks, Kidpix, Storybook Weaver, or Paint, the student will stamp the letter on the center of the slide and then add stamps or images that begin with that letter.
4. EXTENSION-- These can be used for extensions of any curriculum area or subject matter (such as parts of a bug, compound words, numbers, families, different kinds of houses, etc.).
5. EXTENSION-- The children can then print out their books. They can then be bound.
6. EXTENSION-- These can also be used to create a slideshow for a multi-media presentation.

Activity Name: Math Worksheets

Grade Level: Any

Standards: Work cooperatively and collaboratively with peers, family members and others when using technology in the classroom.

Technology Needed: Computer with word processing program or paint program

Objectives:

- Master math skills
- Work cooperatively with others
- Work collaboratively with others

Description: Seat two children together at a computer. Children create an appropriate level math worksheet using stamps, graphics, etc and numerals. Each worksheet is then printed for use in the classroom.

Example 4* +3*=_____*

Activity Name: Partner Time and Addition (similar to Math worksheets)

Grade Level: K

Standards: Use developmentally appropriate multimedia resources (e.g. interactive books, educational software, elementary multimedia encyclopedias) to support learning.

Technology Needed: Computer with mouse and printer
Program such as Kidpix,

Objectives:

- Use of the mouse
- Use of clicking
- Use multimedia resources
- Use manipulatives to count, order, and group

Description:

1. Direct the students to open the program and draw a line down the middle of the screen and one line across the middle of the screen to form 4 boxes.
2. Students use the "stamp" tool to form a problem in each box using types of stamps, one set stamped under the other set for each problem.
3. Students each choose (or are assigned) a partner. They switch computers with their partners and use the "A" too, (numbers option), to type the numbers which answer their partner's problems. They type one number by the top set of stamps, another by the set below and they type the number for the total.
4. Partners switch back to their original computer and check the problems.

5. Print the problems and the students can share problems in the room.
6. The sheets can be cut apart and all the problems for "5" put together, etc. to form little number booklets.
7. EXTENSION-If students are not ready for addition, they can stamp sets in each box. The partners can count and type the correct number for each set. Booklets for each set can then be put together.

Activity Name: Play by the Rules

Grade Level: K-2

Standards: Demonstrate Christian ethics when using technology.

Technology Needed: None

Objectives:

- Encourage students to apply Christian ethics to daily technology use.

Description:

Your school has an Internet use policy as well as rules for computer use.
Discuss the following questions.
Max lost his computer privileges because he gave his personal password to a friend: Was this fair?
How would a community function if there were no rules?
Why do groups of people create rules?
Is it ok to break a rule if you know that you will not be caught and punished?
What does the Bible tell us about following the rules?
Do the rules God has given to us apply to computer use?
ADDITIONAL ACTIVITY-- Have students develop a list of rules for an uninhabited island.

Activity Name: Getting to Know You and Others

Grade Level: Any

Standards: Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.

Technology Needed: Computer with Multimedia software program

Objectives:

- Work cooperatively with others
- Work collaboratively with others
- Graphing skills

- Visual Discrimination
- Awareness of others and surroundings
- Use a multimedia software program

Description:

1. Create a student/class pictograph by using data such as hair color, eye color, age, number of siblings, number of pets, how many boys/girls, birthday months.
2. Each child or group can be given one aspect to learn about the others in the class or other classes (could be an older group with a younger group).
3. This can then be displayed for open house or special activities open to parents.
4. This can also help the parents and other teachers learn about your class.

Activity Name: Poetry presentations/Story Success

Grade Level: Any

Standards: Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.

Technology Needed: Computer with Multimedia software program

Objectives:

- Work cooperatively with others
- Work collaboratively with others
- Can use rhyming words
- Can use artistic ability/multimedia resources

Description:

1. Create a group poem or story by each child giving one line or part of the story as an individual slide in a presentation software program.
2. Then have the children create pictures to illustrate either part or the whole of the poem or story.
3. Put the slides together to create a complete program.

Activity Name: Adventures with "The Gingerbread Man"

Grade Level: Pk-2

Standards: Use technology resources (e.g. puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.

Technology Needed: Computer with Multimedia software program
Digital Camera

Objectives:

- Utilize sequencing skills with this story activity
- Create a personalized version of "The Gingerbread Man" through the use of a digital camera and the computer.

Description:
Introduction: Each child creates a gingerbread man from gingerbread dough. Take the children to the kitchen so they will see the gingerbread men placed into the oven. A padlock or paper created lock may be placed on the oven door, if desired. The teacher, aide, or a parent helper captures all of these activities with a digital camera.

1. As the cookies bake, the story of "The Gingerbread Man" is shared with the children using a book, flannel graph presentation, or interactive story CD.
2. Once finished, the students return to the oven to find empty cookie sheets inside.
3. Pictures capture these great facial expressions.
4. After a thorough search of the school/playground, the children return to their classroom to find the gingerbread men resting on the tables.
5. Once again, pictures are taken.
6. Several select pictures are printed to be sequenced by the children.
7. The children make their own classroom storybook, creating a new personalized gingerbread man story.
8. EXTENSION-The children take turns sharing the book at home.

Activity Name: Make Your Own Postcards

Grade Level: 1-8

Standards: Use technology resources (e.g. puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.

Technology Needed: Computer with Multimedia software program
Digital Camera (optional)
Scanner (optional)
Internet (optional)

Objectives:

- Researching specific places/people
- Organizational skills
- Using multimedia resources and the internet

Description: Introduction--Before this activity is tried, you will need a collection of postcards that can show children how postcards are normally set out. Once they are familiar with the layouts, they can make some of their own (which can be sent to friends and family)

1. Find suitable pictures on the Internet and save them to your hard drive by right-clicking on the picture and selecting "Save Picture as …"
2. Let the children take photographs of their local area/school. When these are developed, they can be scanned or most photo developers will now offer the service of putting your pictures onto a floppy disk or a CD-ROM, so that you can access them using your computer.
3. If you have a digital camera, this is an ideal source for photos. Children can take lots of pictures (which can be erased if they are not used) of their local area and school. You might also want them to take photographs when you go on visits, so these can be used when you return to the classroom.
4. When you have your pictures, the children (individually or in small groups) can choose the photo they like best, and open it in a paint program. Once this done, they can paste a message on top of the photo such as "Wish you were here!" or the name of the place depicted in the photo.
5. If they have a number of photos which they like, they could shrink them and paste them all onto one postcard, so that it shows a number of different scenes from the same area.
6. When the children are happy with their postcards, they can be printed and a message/address written on the back
7. EXTENSION-They can also send electronic postcards. Try www.bluemountain.com or several other programs through yahoo or Create a Card (software).

Activity Name: Keyboard Bingo

Grade Level: PK-3

Standards: Use input devices (e.g. mouse, keyboard) and output devices (e.g. monitor, printer) to successfully operate computers and other technologies.

Technology Needed: None

Objectives:

- To find and identify letter and number keys
- To find and identify the space bar, return/enter key, delete, and backspace keys.

Description:

1. Print out paper keyboards so that each student has his or her own keyboard. The teacher should have slips of paper previously made up with the letter, number, and specialty keys listed on them.
2. The teacher will pull out a slip of paper, identify the key and the students will color in or makr the key on their paper keyboard with a sticker or a washable marker to play a game of bingo. You may use the real keyboard and removable stickers as a follow up activity.
2. Students try to cover a row or the whole keyboard in order to get bingo.

Activity Name: Hangman/Crosswords

Grade Level: 2-8

Standards: Use a variety of media and technology resources (e.g. Internet, CD rom).

Technology Needed: Computers with internet access.

Objectives:

- Learn input devices
- Learn output devices
- Improve listening skills
- Learn correct terminology for the parts of the computer

Description: Student play terminology hangman or create crosswords using website resources such as www.cluemaster.com or www.kidcrosswords.com.

Websites for Pre-K through Grade 2 Students

Mr. Elephant's Memory Game
http://www.learningplanet.com/act/mre/index.asp?contentid=175
Typical memory game, complete with jungle music. easy puzzles to larger squares.

Pattern Blocks Exploring Fractions with Shapes
http://arcytech.org/java/patterns/
Tangram-like shapes which are dragged onto picture frame to make interesting creations.

SpaceyMath
http://www.learningplanet.com/sam/sm/index.asp
Shoot the spaceship before it lands by typing in the answers to the basic addition, subtraction, multiplication and division facts. Includes shooting sounds.

FunBrain.com – Kids Center
http://www.funbrain.com/kidscenter.html
A series of many leveled games in math and reading.

Kids Domain
http://www.kidsdomain.com/games/brain.html
This site offers many activities including some online games.

Fun School
http://www.funschool.com/games.php
Grade appropriate online games with sounds Pre-K through 5^{th}/6^{th}.

AAA Math
www.aaamath.com
Many, many math concepts taught through online games for grade levels K-8.

Enchanted Learning – Pre-K
http://www.EnchantedLearning.com/categories/preschool.shtml
Many online games and printables age appropriate for pre-k and kindergarten.

Enchanted Learning – K-3 Theme Units
http://www.EnchantedLearning.com/themes/
Theme units with mostly printables for K-3.

The U.S. Mint Site for Kids
www.usmint.gov/kids/
Cool site with online games and info for K-4.

Scholastic Clifford Activities
http://teacher.scholastic.com/clifford1/index.htm
Four online books and four online games.

Keebler's Hollow Tree Website
www.thehollowtree.com
Online games plus other activities for little ones.

Websites for Pre-K through Grade 2 Teachers

Teacher's First
www.teachersfirst.com
Lesson Plans and activities

Free Stuff for Educators
www.kalama.com/~zimba/freeforteachers.htm
You name it, it's here.

Crayola
www.crayola.com
Lesson plans, activities, online games.

Classroom Connect
http://www.classroom.net
The Quest Channel, learning resources for K-12 that includes web units, connected lessons and field trips.

Kathy Schrock's Guide for Educators
http://www.discoveryschool.com/schrockguide/
Links to websites for teachers. Slide presentations for inservice use. Teacher help information plus lesson plans.

Software for PK – 2

A to Zap
Sunburst
A to Zap includes 26 open-ended activities, each connected to a letter of the alphabet. Students explore letters and sounds, build sight word vocabulary, work with number concepts, and learn about shape, color, and position. Grades PK-1.

Arthur's Series
Broderbund
The *"Arthur's"* titles include several early childhood programs covering a wide variety of skills such as letter names, vocabulary, numbers, spatial relationships, music, reading, arithmetic, and critical thinking. Ages 5-10.

Bears at Work
Palladium Interactive
This storybook contains rhymes for every letter of the alphabet. Each rhyme features a bear at work at a different occupation: Adventurer, Baker, Comic, Dancer, and so on. The rhymes are set to music and sung. There are two interaction modes. *In Read to Me*, the learner listens as each page is sung. In the more active mode, the learner can interact with the text and graphics in the storybook after each page has been sung. Ages 3-8.

Big Thinkers Kindergarten
Humongous Entertainment
Skills: Letter identification, measurement, sequencing and patterning, simple spelling, problem solving, directions, music, phonics, spatial perception and more. Ages 4-6.

Chicka Chicka Boom Boom
Davidson and Associates
Skills: Rhyming, alphabetical order, letter identification, and other reading skills. Ages 3-8.

Davidson's Learning Center Series
Davidson and Associates (formerly 2 separate disks by Knowledge Adventure)
Spelling (*Deluxe Spell It!):* Fill ins, crossword puzzles, virtual spelling bee, progress tracking, custom word lists, speaks words aloud.
Grammar (*Grammar Games*): Plurals, subject-verb agreement, correct tense, punctuation, fragments and sentences. Ages 4-8.

Dr. Seuss Kindergarten
TLC Broderbund Software
Skills: Phonics, numbers and counting, sorting and ordering, logic and memory, opposites, vocabulary, directions, rhyming, listening skills, shapes, colors, time, and more. Ages 4-6

I Spy
Scholastic New Media
Develops visual discrimination skills, memory, concentration and creativity. It also exercises language skills such as reading comprehension, spelling and vocabulary development. Ages 5-9

JumpStart Series
Knowledge Adventure
This popular series includes about twenty different programs for early childhood education. Ages 9 months to 11 years.

Kid Pix Deluxe 3
Riverdeep
Kid Pix is a versatile tool for creating multimedia projects, activities and reports. Includes art tools, text editor, spelling checker, graphics and special effects, backgrounds, slideshow starter, sound tools, image stamps, etc. Grades K-8

Kidspiration
Inspiration Software, Inc.
Kidspiration helps students see, organize and develop their ideas. Students build confidence in creating stories, organizing information, understanding concepts and expressing and sharing thoughts. Excellent for brainstorming, thought webs, visual mapping, and organizing and categorizing information visually. Grades K-5

KidWorks Deluxe
Knowledge Adventure
KidWorks is a multimedia creativity tool that combines a word processor and a paint program. Students compose their work by selecting from backgrounds, animated stickers, and sounds. Includes story-starters and a read-aloud feature. Special editing mode allows for teacher feedback right on the students' work. Grades PK-4

Leap Into Series
Bright Star, Inc.
Leap Into Phonics begins with the very basics -- recognizing and identifying familiar animal sounds and remembering sequences of animal characters, and moves through nursery rhyme appreciation and rhyming games, to letters and letter-sound recognition and identification. Each section includes a simple activity or drill, with complete audio instruction, a demonstration and explanation of the appropriate response, attractive illustrations, and enthusiastic accolades for correct answers. The program is designed as a group of progressive activities, an overall lesson that builds phonics skills, reinforcing previous concepts as it introduces new ones. Ages 3-7.

Letterbugs
Sunburst
Letterbugs is designed for pre-readers. Hosted by a friendly scientist named Dr. Icky, students are challenged to learn phonemic awareness and phonics skills by collecting Letterbugs. As they complete each of the activities satisfactorily, they collect a Letterbug for their collection to prove their smarts! Students choose a phoneme from the Bug Boxes and then complete an exercise. In each activity, students create a list of words with the selected phoneme to print out and study. Grades K-2

Magic School Bus Series
Microsoft
Topics include flight, in concert, Mars, volcano, whales and dolphins, rainforest, animals, bugs, dinosaurs, solar system, earth, etc. Ages 6+

My First Encyclopedia
Knowledge Adventure
MFE is organized around a tree house, stretching form its roots in the earth, to its branches in the stars. Each location along the way has its own "floor," with a doorway leading into an area of learning. Children in video windows are used as narrators/teachers. Ages 3-6

Paint
Microsoft or Apple Computer
Paint is an inexpensive all-purpose illustrator for stories and projects. You can find this in Windows as an accessory and on a Macintosh as part of ClarisWorks or AppleWorks. Ages 5+

Reader Rabbit Series
Riverdeep
The *Reader Rabbit Series* includes several award-winning, interactive skill building programs for language arts with an emphasis on phonics and simple stories, and for math. Grades PK-4

Storybook Weaver Deluxe
Riverdeep
Storybook Weaver provides the student with tools to create an original, multimedia story to share. It includes thousands of story-starting images to stimulate creativity. Text-to-speech feature allows students to hear their books read aloud. Ages 6-12.