

Computer Technology

Grades Kindergarten and 1st

Course Description: Students come to the Computer Discovery Lab once a week. Our class curriculum reflects the elements of "**STEAM**": Computer **S**cience, **T**echnology Skills, **E**ngineering, Digital **A**rt, and **M**ath. The goal of the **STEAM** curriculum is to learn the fundamentals of using the computer, the mouse and keyboard; understanding the parts of the computer, learning computer terminology; learning the layout of the computer keyboard and how to type using the home row position; internet safety/digital citizenship, navigating the web on Safari and Google; using creativity software for digital art, and learning about engineering/design with Lego bricks and software. Math and logic online activities are incorporated into our lessons throughout the year. Students also receive instruction on the basics of computer coding and programming using a block based coding language (Blockly). Some applications we will be using to teach coding are: Kodable, Tynker and Code.org. Students will be using Apple computers and iPads in our computer lab.

Required Supplies: One set of headphones or earbuds to remain in the computer lab labeled with your name.

Classroom Rules

1. Be prepared to listen, learn and participate.
2. Respect the teacher when giving instructions.
3. Raise your hand when you have a question or need help.
4. Handle the computer lab equipment with care.
5. Do not eat or drink around the computers, mice and keyboards.
6. Do not run in the computer lab.
7. Stay in your seats.
8. Only print when given permission to do so.
9. Do not access an internet site that is unrelated to our class activity unless you are given permission by the teacher
10. Use hand sanitizer to prevent germs from spreading

Student Expectations: Students are expected to follow the classroom rules.

Grading: E= Exceeds Expectations, S= Satisfactory/Meets Expectations, N= Area needing attention

Effort Grades will be given for class participation in assignments and activities throughout the year. Appropriate behavior will also be considered as part of the effort grade.

Rubric for Computer Class Assignments/Classroom Participation

CATEGORY	E (Excellent)	S (Satisfactory)	N (Needs Improvement)
Class Effort and Participation	Makes appropriate contributions. Listens attentively to others. Alert and on task. Follows directions and asks questions.	At times contributes in class. Listens to others most of the time. Needs reminders to use time productively.	Seldom contributes or listens to others. Easily distracted. Can not stay on task. Talks too much to others.
Attitude	Very positive - Shows interest, enthusiasm, and a willingness to participate.	Somewhat positive - Shows some interest and willingness to learn.	Lack of interest, unresponsive.
Cooperative Learning	Uses time productively when working in pairs or groups. Participates fully as a member of a group.	Uses time somewhat productively when working in pairs or a group. Partially contributes.	Makes little or no contribution in pairs or groups.
Class Conduct and Respect for Others	Respectful and considerate to other students and the teacher.	Needs reminders to be respectful in choice of words towards others.	Disruptive during class time. Distracts others. Engages in unrelated activities.
Creativity	Project is presented with many details displayed to show creativity.	Project is presented with few details displayed to show creativity.	Project reflects no creativity.