

Second Grade Technology Course
Lesson B-2-1
Technology Review

Classroom Introduction

1. Welcome students and briefly describe the Second Grade Technology Course.
 - Continue to build the Word skills they learned in kindergarten and first grade.
 - Learn how to organize their H: drives.
 - Continue to build WWW/Internet skills.
 - Write a final research report using all these skills.
 - Learn keyboarding skills.
 - Optional: Learn Excel skills.
2. Review rules. Show them Go Animate video. It's located in the Second Grade Links section on the Student Technology Courses page on the Mayfield website.
 - Click on Students in top green bar.
 - In black drop-down box, click on Student links.
 - Click on Technology Courses.
 - Click on Go Animate Video – Technology Rules under Second Grade Links.

It can also be accessed via the following link to the Go! Animate website:

http://goanimate.com/videos/05ZwNA4428NM?utm_source=linkshare

Ask the students to name the rules from the video.

Computer/Mobile Lab

1. Review turning on the computer and logging on. Direct students to log on.
Note: If using laptops, some keys may be in a different location. There are videos and photos in the Kindergarten Resources section of the Technology Course Resources webpage that may be helpful.
2. When everyone is logged on, review terminology.
 - Desktop
 - Icon
 - Cursor
 - Software
3. Explain that the students will be practicing mouse skills using the Paint software.
 - Show students how to find the Paint icon in the Start menu.
 - Provide a “follow-the-leader” activity. For example, show the students how to draw a house. Use the Paint Drawing Activity.
 - Review purpose of the H: drive.
 - Direct the students to save their drawings as a .jpeg to their H: drives.
 - If there's time, encourage the students to draw a picture of their choice and save to their H: drives.

Classroom Station(s)

1. In order to save time, log into computer(s) with generic classroom login.
2. Review terminology.
 - Desktop
 - Icon
 - Cursor
 - Software
3. Explain that the students will be practicing their mouse skills using the Paint software.
4. Show the students how to find the Paint icon in the Start menu. Demonstrate how to draw a picture using a variety of tools. For example, show the students how to draw a house. Use the Paint Drawing Activity.
5. Option #1: Demonstrate how to save the pictures as .jpeg files to a folder on the Common drive, so they can be shared.
6. Option #2: Have students log in with their personal logins. Demonstrate how to save their pictures as .jpeg files to their H: drives.
7. Direct students to rotate through the computer station(s), closing Paint when they're done.