

Kindergarten Technology Skills

Lesson P-K-5

Software defined, Kidpix

Classroom Introduction

1. Remind students that they learned about hardware. Ask them to name examples of hardware.
2. Define software: set of instructions that tells a computer what to do and how to do it. It allows the user to play games, learn to read, do math, type letters, keep track of money, draw, etc.
3. Explain that Mayfield computers have software that helps the students learn and communicate. Give examples: Word, Excel, PowerPoint, Paint, Kid Pix and others.
4. Explain that software must be launched or opened. Define desktop, icon, and shortcut. Explain that often a shortcut icon can be found on the desktop to open the software. A double-click is required.
5. Explain that the students will be using Kid Pix. It is drawing software.

Computer/Mobile Lab

1. Direct students to log in.
2. Demonstrate how to open Kid Pix.
 - Double-click on icon.
 - Click to make music stop.
 - Click on Go.
3. Demonstrate tools: Drawing, Color Pick, Fill, Erase, Undo, and Start Over.
4. Provide a “follow the leader” drawing activity which focuses on the tools listed above. A sample titled Kidpix Activity is in the Technology Course Resources section on the Mayfield website. If time remains, allow students to explore Kid Pix.
5. Demonstrate how to close Kid Pix.
 - Click on File.
 - Click on Exit.
 - Click on No.
6. Log out.

Classroom Station(s)

1. In order to save time, log into computer(s) with the generic classroom login.
2. Demonstrate how to open Kid Pix.
 - Double-click on icon.
 - Click to make music stop.
 - Click on Go.
3. Demonstrate tools: Drawing, Color Pick, Fill, Erase, Undo, and Start Over.
4. Demonstrate how to close Kid Pix.
 - Click on File.
 - Click on Exit.
 - Click on No.
5. Direct students to draw pictures of themselves or whatever is preferable.
6. Direct students to rotate through computer station(s) using Kidpix.
7. Throughout the school year, direct the students to draw different pictures.