K - Lesson 1
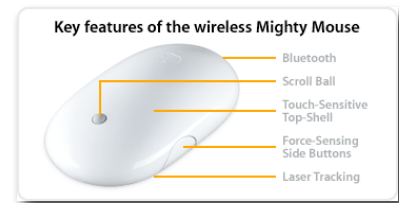
Name parts of a computer and terms for interface elements (menus, icons, etc.)

1. Hold these items up and review the names of **Keyboard**, **Mouse**, **Trackpad** (laptops); point to

   Monitor. *Have students repeat the **terms** as you introduce them*. Demonstrate the proper way to hold and press the mouse button, or move index finger on Trackpad. Whenever letters on the keyboard are referred to, hold up a keyboard and point to where the letter is. Show other important keys like the delete key, space bar, and shift key as needed.

*Demonstrate, ideally using an LCD projection of a model computer, everything you want students to do. Have students repeat the **terms** as you introduce them.*

2. Practice moving the mouse arrow on the screen. Prompt students to move their arrow in circles; to the right, left, up, down.

3. Direct students' attention to the **Dock** at the bottom of the screen. Tell students that the word we use to describe the small pictures on the screen is **icons.**

4. Have students move their arrow over to your preferred **Internet web browser** (either **Safari**™ or **Firefox**™) in the dock. Have students click on the icon and watch how it responds (bounces, opens applications window).

5. Point out that the page they first see is called the **Home Page**, and that the home page on computers

in other places, such as their classroom, home, or library may be different. Point out the **Address Bar**. Have students click on the icon to the left of the **http://** in the address bar.

6. Once they have clicked, students will notice that the text in the address bar has changed color. The text in this state is called **Selected Text** or **Highlighted Text**.

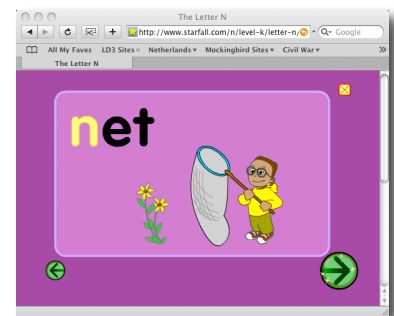7. Entering a new Internet address (www.starfall.com): Prompt students to look for the letter **S** on the keyboard. Give them a moment to try and find it on their own, then hold up your model keyboard and show where it is. Students should notice that the **S** replaced the highlighted text. Let students know that they are typing in a new Internet address called "Starfall". Type out the whole name **starfall**, without the **www.** or the **.com**. Even if the web browser anticipates the address (completes the address before you do), have students continue typing.

8. Magnify the address area of the projected screen using the shortcut **command-option-plus key**. (The shortcut to zoom out is **command-option-minus key**).   If this does not work, follow this procedure: Apple menu → System Preferences → Universal Access → Zoom → On – (then use shortcut).

9. Once all students have completed the typing of the address (be patient!), have them confirm their spelling with the address on your demo computer.

10. Demonstrate for students where the **return key** is and have them press it. (You will probably hear a lot of "wow's" from the students.) Give them a minute to absorb the content on the screen and whisper to their neighbor.

11. Demonstrate how to use Part 1 - "ABC's" - the Alphabet portion of the Starfall site. This process includes clicking **"ABC's"** , then on a letter tile, clicking on hot spots found on many images, using an interactive game after the words are presented, leaving

with **X** (close) button, then choosing another letter. Be sure to remind students what you want them to do, and that they are not to choose any other activity. Let students know that this will be the portion they use today, and likely for the next several weeks. You can direct students to work on specific letters, or allow them to browse. If students are sharing computers, model how they would take turns. If headphones are used, model how you will call for their attention ("Put your hands on your head"). Whether headphones are used or not, show students how to adjust the volume on their computer (using the keys on the keyboard, or some other method), and let them know what level of volume is acceptable.

12. Use proximity to observe your students, provide positive reinforcement for their successes, and observe problems they might have, that you might want to point out to the whole class.

13. Be sure to prepare your students to leave, or return laptops to the cart, at least 5 minutes early. Demonstrate for students how to use the menu bar to quit (in future lessons they can be taught the keyboard shortcut). ***"Move your mouse arrow to the word Safari (or FireFox), click on the word and a menu will appear. Go down to the last line that says, Quit Safari. (What does that say?)"***

14. Review with students what happened. Point out to students that they have returned to the **Finder**, and that they should see the **Desktop**. Let students know that they should always quit any open programs and leave the computer ready for another student to use, '…*just like cleaning up after yourself in class or at home.*'

15. Ask if there are any questions. Review what they practiced and learned. Remark on their work as a class. Have students leave the lab, row by row, and make a line at the door. Thank any other adults who assisted with the lesson.