Computer literacy

Specificity

7-9 years old

Results

At the end of the course, the student, together with a classmate or alone, is able to carry out project work according to a given plan, which includes:

- ★ search for information on the project topic;
- ★ exchange of information found and intermediate results of work with a classmate using the Google Hangouts chat;
- ★ drafting the coherent text based on the information found in a text editor;
- ★ indentation: dividing the text into semantic parts, adding a heading and subheadings;
- ★ making a presentation based on the prepared text, selection of illustrations, tabulation and infographics;
- ★ oral defense of the finished project work based on the presentation.

7-9 years old

What must contain each lesson so that students can develop their skills?

The lesson is organized in the following stages:

- ★ review;
- ★ discussion of a new topic;
- ★ new topic;
- ★ work in practice book;
- ★ work on the computer;
- ★ bell work.

These stages include development of skills in expressing thoughts and ideas, formulating questions, solving problems, interacting with other students. Some of the stages are repeated several times during a lesson.

The lesson structure cannot change by sacrificing one stage or another.

How to conduct a lesson effectively so that students can develop their skills?

1. Prepare lessons.
★ Study the methodological guidelines at least 1 day before the lesson
★ Study the presentation
★ Identify weak points and think about how to deal with them

1. Conduct lessons within the strict framework of the presentation from slide to slide and follow the recommendations from the guidelines.

Special aspects of the use of laboratory

During the computer literacy course, students get acquainted with the Laboratory in the third module and use it like the social network pinterest.

Students save the projects they want to share as a link to the picture uploaded in the section "Files". And they publish them on the internal social network "My class". Classmates can follow the link and see what has been done. And then leave a comment and/or a like under the post.

The teacher needs to mark each posted project at least with a like. For this end, the teacher needs to enter his student profile and go to the Laboratory.

The knowledge and skills offered for mastering from the first modules provide a solid basis for the computer use in solving practical problems.

Children who have already used a computer for entertainment or learning did it in conditions prepared by their parents: an electronic diary or YouTube on the quick access panel in the browser, a shortcut to their favorite game on the desktop, the voice assistant itself is activated when referring it by name, parents connect to online conference, etc.

They have no idea about the file system or the use of cloud storage, the same trend is observed with regard to the office programs - there is still no need to use them in the school curriculum at the age of 7-9 years old.

Therefore, all modules of the course will be equally useful for both categories of students.

Is there any homework?

There is no homework. But there are a lot of tasks on the platform and students can perform the remaining tasks at home at their own discretion.

Also, the teacher has the right to recommend repassing the levels with the typing tutor in order to practice the typing skill.

Our goal:

➔ We want to develop students' safe autonomy when working at the computer.

➔ We want students to use the computer not only for entertainment, but also as a tool for solving school and daily tasks
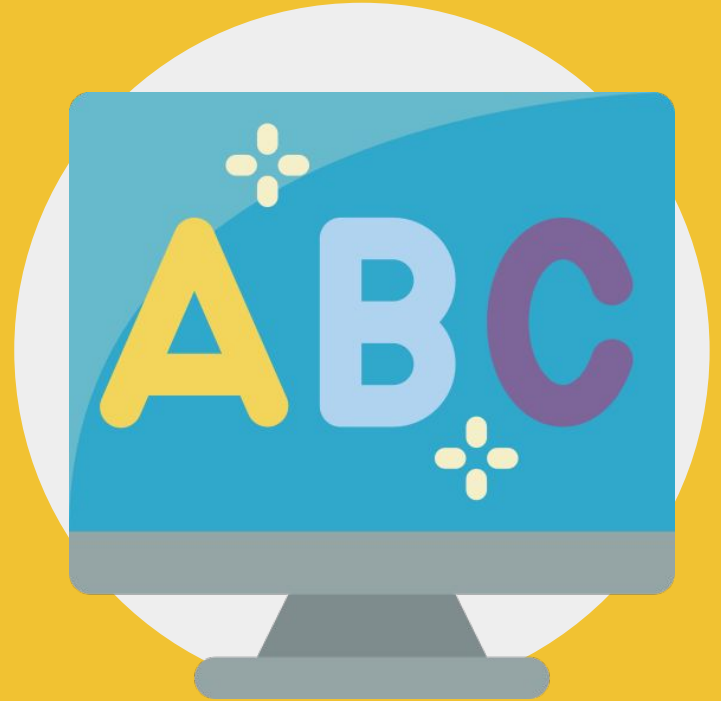
How are we going to teach?

We will teach kids how to use the key features of editors to present information in different forms: textual, tabular and graphical.

How are we going to teach

- **playing format:** we will get students interested and motivate them by creating an atmosphere of the game in the classroom.

- **problem-based learning:** along with the storyline heroes, they will solve problems, create missing items for a real game using digital tools.

- **work in tandem:** joint students in pairs to work on large projects.

Special attention to the typing tutor

A separate track with a typing tutor will be developed for each lesson.

We use the teaching technique of 10 finger typing.

By the end of the course each student will have increased their typing speed and improve their technique.