

## **UPDATE ON 2011 TERM 1 AND 2 NURSERY, K1 AND K2 COMPUTER LITERACY PROGRAMME AT RIVERLIFE KINDERGARTEN**

As from January this year, Nursery, K1 and K2 students has been attending weekly computer lessons at Riverlife Kindergarten. The lessons are all hands-on work and mainly project-based. They will learn to create things using computer open-tool software. During Term 1, the following were covered:

### **TERM 1 COMPUTER PROJECTS :**

#### **Nursery Term 1 Computer Project :**

##### **A) Basic Introduction to Computers**

The students learned the basics of computer. They were introduced to computer parts, with the following learning objectives:

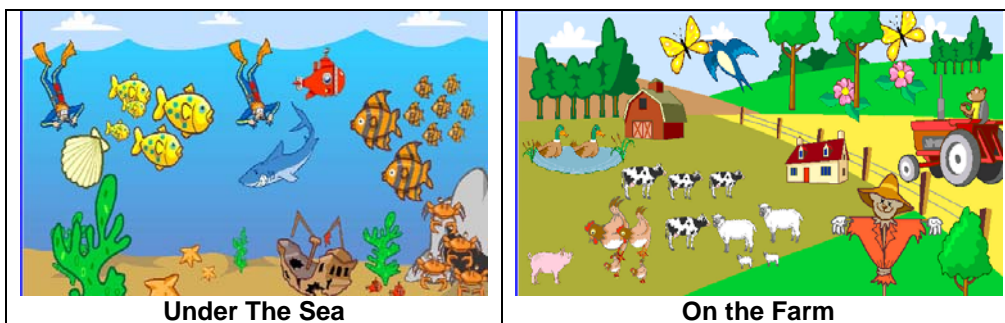
- Identify the computer as a machine that helps people work and play.
- Demonstrate the care and proper handling of software and hardware.
- Identify parts of the computer – monitor, CPU, speakers, printer, CD-ROM drive, keyboard and mouse.

##### **B) Fun Places Scenes**

In addition, the students also learned basic mouse skills while making scenes of various fun places such as beach, forest, farm, city and underwater. The learning objectives were covered:

- Learns what a pointer is and how a pointer device (mouse) is used.
- Learn how to use mouse to select items, click and double-click item.
- Learn how to open/exit software, add background and clipart.
- Learn how to edit and delete clipart.

A sample of Nursery student work :



#### **K1 Term 1 Computer Project : Practice on Mouse and Keyboarding Skills (My Alphabet Book)**

For term 1, K1 students practised their mouse skills and keyboarding skills while making a Picture Alphabet Book. The learning objectives were covered:

- ❖ Learn the use of computer mouse to select items, click, double-click and drag items.
- ❖ Learn how to open and exit software.
- ❖ Learn how to add, edit and delete clipart.

- ❖ Learn how to add text.

A sample of K1 student work :

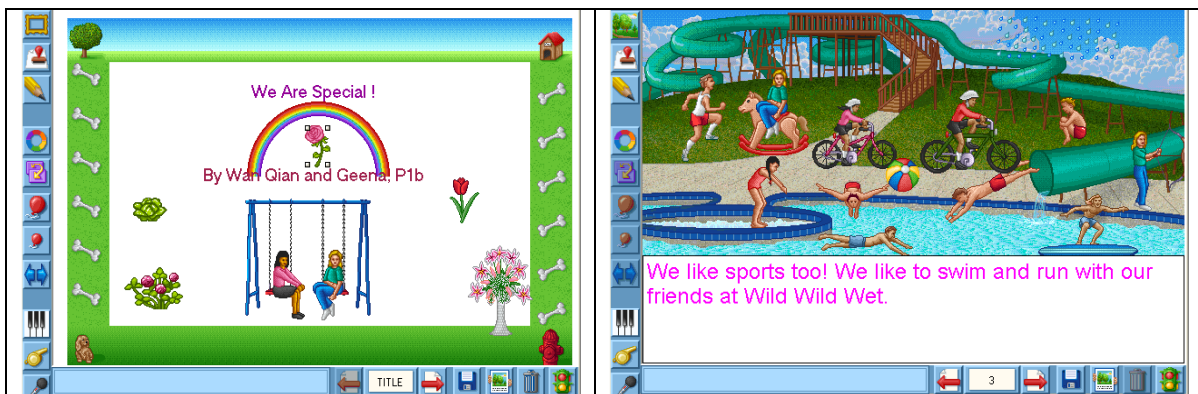


### **K2 Term 1 Computer Project : More on Word Processing Module (We Are Special!)**

In this module, K2 students learned Word Processing and creative writing skills while creating a simple autobiography book about themselves and using draw/ paint features in illustrating their book, using Storybook Weaver. The Technology objectives covered were :

- ❖ Learn how to open file.
- ❖ How to add, edit and delete background/clipart.
- ❖ How to add, delete text, change text font style and colours.
- ❖ Learn how to use certain keys such as shift (capital letters), spacebar, delete and backspace.
- ❖ Learn to use Arrow keys and Mouse to move cursor in document
- ❖ Learn how to undo errors.
- ❖ Learn how to add sounds and music.

A sample of K2 student's work :



## **TERM 2 COMPUTER PROJECTS :**

### **Nursery Term 2 Computer Project: Introduction to Desktop Publishing Skills Module**

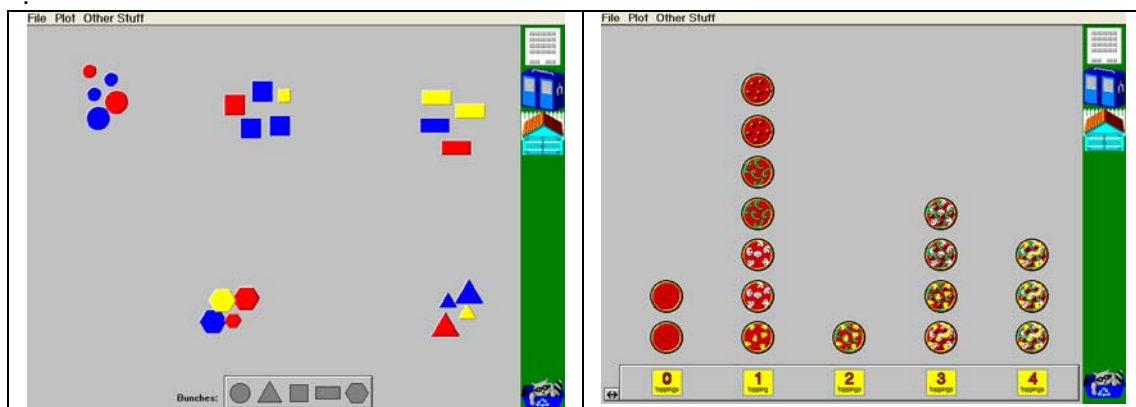
For term 2, Nursery students learned basic Desktop Publishing skills. This module teaches the students to combine text, graphics and sound to create an interesting book entitled "Animals' World". During this module, students learn the following technology skills:

❖ Launch Program.
❖ Exit Program.
❖ Add pictorial background.
❖ Add graphics relating to topic.
❖ Edit graphics.
❖ Add simple text.
❖ Format text.
❖ Edit text.



### **K1 Term 2 Computer Project: Database Skills Module**

For term 2, K1 students were taught Database skills. This module teaches the students about logic and data, including mathematical learning. During this module, students learn how to discriminate attributes, compare / contrast attributes, classify objects by attributes, arrange data by grouping as well as analyze and interpret data.



## **K2 Term 2 Computer Project: Spreadsheet Skills Module (Our Pet Shop)**

For term 2, K2 students learned Spreadsheet skills using “To Calculate”, a children-friendly spreadsheet software. The following technology objectives were covered :

- ❖ Creating spreadsheet tables.
- ❖ Learn about cells, cell names, rows, columns and tables.
- ❖ Enter, format and edit data.
- ❖ Learn to use tables for simple calculations - addition, subtraction and total.
- ❖ Learn to manipulate figures/numbers electronically.
- ❖ Creating graphs and charts
- ❖ Learn how to produce results and analyse the end-results.

