

Grade 1-2 All About Me

The students will write out a sentence with their name on the title page. They will draw a picture of themselves using the paint program. Experience with the paint program will be within the Power Point presentation. It is an object that has been inserted onto the slide. (To do this in Power Point, go to **insert- object** and make sure **bitmap image** is chosen). This will insert a paint box which can be sized. When the children double click within the box, it will activate the paint program. On the second slide the children will create another sentence with some of their favorite activities. Keep the number of options down to three. They will conclude by inserting related clipart.

Language Arts Outcomes

2.1 Uses Strategies and Cues

uses a displayed alphabet as an aid when writing

3.1 Plans and Focuses

explores and shares own ideas on topics

3.3 Organizes, Records, and Evaluates

makes statements to accompany pictures

4.1 Enhances and Improves

checks for obvious spelling errors and missing words

explores and uses the keyboard to produce texts

writes simple sentences

demonstrating awareness of capital letters and periods

spells phonically regular one syllable words in own writing

capitalizes the first letters of names and the pronoun "I" in own writing

4.3 Presents information

adds details such as labels, captions, and pictures to texts

speaks in a clear voice, with appropriate volume, to an audience

is attentive and shows interest during listening and viewing activities

5.1 Respects Others and Strengthens Community

shares personal experiences and family traditions related to texts

shares ideas and experiences to celebrate accomplishments

5.2 Works Within a Group

helps others and asks others for help

takes turns sharing ideas and information

Technology Outcomes

F.1 - Students will demonstrate an understanding of the nature of technology.

Specific Outcomes

1.1 identify techniques and tools for communicating, storing, retrieving and selecting information

1.2 apply terminology appropriate to the technologies being used at this division level

1.3 demonstrate an understanding that the user manages and controls the outcomes of technology

F.2 - Students will understand the role of technology as it applies to self, work and society.

Specific Outcomes

1.1 identify technologies used in everyday life

1.2 describe particular technologies being used for specific purposes

F.3 - Students will demonstrate a moral and ethical approach to the use of technology.

Specific Outcomes

- 1.1 demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies
- 1.2 work collaboratively to share limited resources
- 1.3 demonstrate appropriate care of technology equipment
- 1.4 recognize and acknowledge the ownership of electronic material
- 1.5 use appropriate communication etiquette

**F.5 - Students will practise the concepts of ergonomics and safety when using technology.
Specific Outcomes**

- 1.1 demonstrate proper posture when using a computer
- 1.2 demonstrate safe behaviours when using technology

**F.6 - Students will demonstrate a basic understanding of the operating skills required in a variety of technologies.
Specific Outcomes**

- 1.1 perform basic computer operations, which may vary by environment, including powering up, inserting disks, moving the cursor, clicking on an icon, using pull-down menus, executing programs, saving files, retrieving files, printing, ejecting disks and powering down
- 1.2 use proper keyboarding techniques for the home row, enter, space bar, tab, backspace, delete and insertion-point arrow keys

**P.1 - Students will compose, revise and edit text.
Specific Outcomes**

- 1.1 create original text, using word processing software, to communicate and demonstrate understanding of forms and techniques
- 1.2 edit complete sentences, using such features of word processing as cut, copy and paste

**P.3 - Students will communicate through multimedia.
Specific Outcomes**

- 1.1 access images, such as clip art, to support communication
- 1.2 create visual images by using such tools as paint and draw programs for particular audiences and purposes

**P.4 - Students will integrate various applications.
Specific Outcomes**

- 1.1 integrate text and graphics to form a meaningful message
- 1.2 balance text and graphics for visual effect