

# How We Align & Go Beyond

## Texas Pre-Kindergarten Technology Domain Guidelines

### X. TECHNOLOGY APPLICATIONS DOMAIN

Young children have much to gain from the use of technology. In prekindergarten, they expand their ability to acquire information, solve problems, and communicate with others. Regular access and exposure to computers and related technology can enhance this learning. Children use engaging, age-appropriate, and challenging software; and technology to extend their knowledge and to enrich their learning of curriculum content and concepts. These technologies serve as important learning tools and are integrated throughout the instructional program. Providing access to a variety of technologies is critical in development of 21<sup>st</sup> century skills that young children need to learn and grow.

#### A. Technology and Devices Skills

*Children learn how technology can enhance our lives. Technology includes computers, voice/sound recorders, televisions, digital cameras, personal digital assistants, and MP3 devices or iPods. Surrounded by technology children can benefit from becoming aware of and interacting with voice/sound recorders and other technology that may be available. They develop techniques for handling and controlling various devices, becoming increasingly confident and independent users of age-appropriate technologies.*

##### X.A.1.

Child opens and navigates through software programs designed to enhance development of appropriate concepts.

**Students will open the software and follow the instructions to solve the mission of the day.**

**Students will learn “home row”, Keyboard short cuts, colors, letters, numbers, technology concepts, patterns, problem solving skills through the age-appropriate software.**

**Students learn mouse skills, keyboarding, keyboard shortcuts, input and output devices associated with technology.**

**Students learn email and interact in a video voicemail with software characters.**

Students express creativity and create their own designs through picture coloring activities, dressing the “Puterbugs”, and arranging stamp designs.

**X.A.2.**

Child uses and names a variety of computer input devices such as mouse keyboard, voice/sound recorder, touch screen, CD-ROM.

Students receive video voicemail message via WEB-CAM and mobile device.

Students use their cell phone to make a phone call.

Student use the mouse and keyboard to input information.

In individual lessons students will learn about CD-ROM, DVD, microphones, USBs touch screens, mobile devices, digital cameras, etc.

**X.A.4.**

Child uses software applications for create and express own ideas.

Students send an email complete with a picture of what they saw in their mission. Students can color and place the characters however they choose.

Students also dress the Puterbugs for the mission. Students can dress them anyway they choose and are prompted to be as silly or fancy as they want them to be.

**X.A.5.**

Child recognizes that information is accessible though the use of technology.

Students will learn through specific lessons to go to a “website” and obtain the information that they need to solve the mission.

Students are protected by the age-appropriate content and environment by simulating internet experiences.

Students are given a login password where they can continue their adventure at home and parents can see what their child is doing at school.

*Other technology devices are brought in at different times to teach the students other concepts or show specific uses of technology. Extra activities may be included to learn concepts. Some off-computer activities are used for reinforcement and teaching purposes.*