



PLANIT
TEACHERS

Introduction to Basic Computer Skills for Preschoolers Using Interactive Games and Videos

Introduction

The introduction to basic computer skills is a crucial milestone in a child's educational journey. This lesson plan is designed to introduce basic computer skills to preschoolers aged 5, using interactive games and videos to create an engaging and immersive learning experience.

Lesson Objectives

The key learning objectives of this lesson plan are to equip preschoolers with the basic computer skills necessary to navigate a computer, use educational software, and access online resources.



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Lesson Plan

Section 1: Introduction to Computers

- Introduce the topic of computers and their importance in our daily lives
- Use an interactive video to grab the students' attention and introduce the concept of computers
- Ask open-ended questions to encourage students to share their prior knowledge and experiences

Section 2: Basic Computer Hardware

- Introduce the basic components of a computer, such as the monitor, keyboard, and mouse
- Use visual aids and interactive games to help students understand the function of each component
- Provide students with the opportunity to practice identifying and labeling the different components



Mouse Skills and Keyboarding

Section 3: Mouse Skills

- Provide students with the opportunity to practice their mouse skills, using interactive games and activities
- Introduce the concept of clicking, dragging, and dropping, and provide students with the opportunity to practice these skills
- Use a digital game to teach mouse skills, such as clicking and dragging objects on the screen

Section 4: Keyboarding

- Introduce the concept of keyboarding, using interactive games and activities to help students develop their typing skills
- Provide students with the opportunity to practice typing their name, and introduce the concept of uppercase and lowercase letters
- Use a keyboarding software to teach keyboarding skills, such as typing simple sentences and paragraphs



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Online Safety and Digital Citizenship

Introduce the concept of online safety, teaching students how to protect themselves from potential online threats

Discuss topics such as password protection, online etiquette, and digital citizenship

Provide students with the opportunity to ask questions and share their thoughts on online safety



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Guided Practice and Independent Practice

The guided practice section of this lesson plan is designed to provide preschoolers with the opportunity to practice their basic computer skills in a supportive and interactive environment.

The independent practice section of this lesson plan is designed to provide preschoolers with the opportunity to practice their basic computer skills independently, using a variety of digital learning tools and resources.



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Assessment and Extension Activities

The assessment section of this lesson plan is designed to evaluate the students' understanding of basic computer skills, including their ability to navigate a computer, use educational software, and access online resources.

The extension activities section of this lesson plan is designed to provide students with a challenge and an opportunity to apply their new skills in a more complex and creative way.



Conclusion and Reflection

In conclusion, introducing basic computer skills to preschoolers using interactive games and videos is a fun and effective way to teach young children about the basics of computer technology.

The following reflection questions are designed to help teachers evaluate the effectiveness of the lesson and identify areas for improvement:

- What were the most effective interactive games and videos used in the lesson, and how can they be incorporated into future lessons to enhance student engagement and learning?
- How did the students respond to the introduction of basic computer hardware, and what adjustments can be made to the lesson to better meet the needs of students with varying learning styles and abilities?
- What opportunities were provided for students to practice and apply their new skills, and how can future lessons be designed to provide more opportunities for students to demonstrate their learning and receive feedback?



Teaching Tips and Key Takeaways

Here are six detailed teaching strategies with examples that can be used to teach basic computer skills to preschoolers:

1. **Use Interactive Games and Videos:** Interactive games and videos can be used to teach basic computer skills, such as mouse skills and keyboarding, in a fun and engaging way.
2. **Provide Hands-on Practice:** Providing hands-on practice is essential for teaching basic computer skills to preschoolers.
3. **Use Visual Aids:** Visual aids, such as pictures and diagrams, can be used to help preschoolers understand basic computer concepts.
4. **Encourage Collaboration:** Encouraging collaboration is an effective way to teach basic computer skills to preschoolers.
5. **Use Real-Life Examples:** Using real-life examples is an effective way to teach basic computer skills to preschoolers.
6. **Provide Feedback and Encouragement:** Providing feedback and encouragement is essential for teaching basic computer skills to preschoolers.

The following are three essential takeaways from this lesson:

1. **Basic Computer Hardware:** Preschoolers will understand the basic components of a computer, including the monitor, keyboard, and mouse, and how they work together to make the computer operate.
2. **Mouse Skills and Keyboarding:** Preschoolers will develop their fine motor skills and hand-eye coordination through interactive games and activities that teach mouse skills, such as clicking, dragging, and dropping.
3. **Online Safety and Digital Citizenship:** Preschoolers will learn the importance of online safety and digital citizenship, including how to protect themselves from potential online threats and how to use technology responsibly.



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Next Steps and Parent Engagement

The following are 2-3 follow-up lessons with learning progressions that build on the introduction to basic computer skills for preschoolers:

1. Lesson 2: Exploring Educational Software - In this lesson, preschoolers will learn to use educational software to complete tasks and activities, such as puzzles, games, and creative projects.
2. Lesson 3: Introduction to Coding Concepts - In this lesson, preschoolers will be introduced to basic coding concepts, such as sequencing, patterns, and algorithms, using interactive games and activities.
3. Lesson 4: Digital Art and Creativity - In this lesson, preschoolers will learn to use digital tools to create art and express their creativity, such as drawing programs, painting software, and digital collage tools.

The parent engagement section of this lesson plan is designed to provide parents with the opportunity to support their child's learning and to be involved in the educational process.

The strategies include parent-child computer time, computer safety discussions, and parent-teacher communication.



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Safety Considerations and Conclusion

The safety considerations section of this lesson plan is designed to ensure that the students are safe and secure while using the computers.

The considerations include physical safety, online safety, and digital citizenship.

In conclusion, introducing basic computer skills to preschoolers using interactive games and videos is a fun and effective way to teach young children about the basics of computer technology.