ACADEMY RESOURCE

LESSON PLAN

Learning about Computers

Early Learning goals

- Children will explore and develop familiarity with basic computer components, such as the monitor, keyboard, and mouse, fostering confidence in using technology. (EYLF 4.4)
- Children will develop fine motor skills and hand-eye coordination by practicing mouse movements and keyboard inputs. (EYLF 3.2)
- Children will engage in collaborative learning experiences, working together to complete a simple computer-based task. (EYLF 1.4)
- Children will demonstrate curiosity and persistence in learning how computers work, recognizing them as tools for creativity and problem-solving. (EYLF 5.4)

Activity

Children will be introduced to basic computer parts and their functions through a hands-on, interactive learning experience. Using a laptop, desktop, or interactive whiteboard, they will learn how to move the mouse, type on the keyboard, and explore simple software (such as a digital drawing program). Educators will guide them in a play-based activity, where they must complete a task such as drawing a picture, typing their name, or clicking on objects in an educational game. This activity fosters digital literacy, problem-solving, and coordination skills while making early interactions with computers fun and engaging.

Extension

After learning about computer parts and basic functions, children can create their own computer model using craft materials.

1. Provide paper, cardboard, glue, and markers for children to design their own laptop or desktop computer.
2. Encourage them to label the screen, keyboard, and mouse.
3. Children can then pretend-play as computer users, reinforcing their understanding of how computers work.
4. Alternatively, children can use digital drawing software to create a picture of a computer and discuss its parts.

ICT Resources

- Laptop or desktop computer
- Interactive whiteboard (optional)
- Tablet with a digital drawing app
- Basic educational software (e.g., simple drawing program, typing game, or interactive storybook)
- Keyboard and mouse for hands-on exploration

Ideas for adapting to my context

- If computers are not available, educators can use printouts of a keyboard and mouse for practice.
- The lesson can be conducted in small groups or one-on-one to provide personalized support.
- Children can work in pairs to encourage collaborative learning and peer support.

ICT Levels of Differentiation

- Basic: Recognize and name basic computer parts (monitor, keyboard, mouse)
- Intermediate: Use a mouse to click and move objects on the screen
- Advanced: Type letters or simple words using the keyboard.

Lesson Procedure: How Will It Develop?

Introduction:

1. Show children a real computer or interactive whiteboard and ask, “What is this?”
2. Engage them in a discussion about where they’ve seen computers before (e.g., at home, in shops, at school).
3. Introduce the main parts of a computer (monitor, keyboard, mouse).
4. Demonstrate how the mouse moves the cursor, and how pressing keyboard keys creates letters on the screen.

Main Activity:

1. Hands-on Exploration: Allow children to take turns using the mouse and keyboard. Guide them in clicking, moving the mouse, and typing simple letters.
2. Engagement through Play: Use a simple, interactive game where they can drag and drop objects, type letters, or draw using a digital paint program.
3. Group Collaboration: Children work in pairs or small groups to complete a fun computer task, such as drawing a picture together or clicking to complete a digital puzzle.

Conclusion:

1. Gather children together and discuss what they learned about computers.
2. Ask questions like, “What was your favorite part?” and “What do you think computers can be used for?”
3. Encourage them to share their experience and demonstrate their new skills to their peers.

Instructions

1. **Introduction (5-10 minutes)**

- Gather children in a circle and show them a computer or tablet.
- Ask, “What is this?” and encourage children to share their experiences of seeing or using computers.
- Introduce the main computer parts:

Monitor (Screen) – “This is where we see pictures and words.”
Keyboard – “This is used for typing letters and numbers.”
Mouse/Touchpad – “This helps us move things on the screen.”
Demonstrate how the mouse moves the cursor, how clicking selects items, and how typing creates letters on the screen.

2. Hands-on Exploration (10-15 minutes)

Allow children to take turns moving the mouse and clicking on simple objects on the screen.
Let them press different keys on the keyboard and see how letters appear on the screen.
Introduce a fun interactive activity:

- Option 1: Open a paint program and have children click and drag to draw simple shapes.
- Option 2: Use an educational game where they must click on matching objects.
- Option 3: Show an interactive story where they must press keys to turn pages.

3. Group Activity (10-15 minutes)

1. Pair children in small groups and give them a mini-challenge:
   - Challenge 1: "Can you move the mouse and click on the star?"
   - Challenge 2: "Can you type the first letter of your name?"
   - Challenge 3: "Can you draw a happy face using the mouse?"
2. Provide verbal encouragement and guidance as they explore and complete the activities.

4. Discussion & Reflection (5-10 minutes)

1. Gather children and ask:
   - “What did you learn about computers today?”
   - “What was your favorite thing to do on the computer?”
   - “What do people use computers for?”
2. Reinforce learning by pointing to computer parts again and having children recall their names.
3. If time allows, let children demonstrate their new skills to a peer or teacher.

5. Extension Activity (Optional – 10-15 minutes)

- Provide craft materials (paper, cardboard, markers) and have children design their own computer model.
- Encourage them to label the parts (screen, keyboard, mouse).
- Alternatively, children can use a drawing app to create a picture of a computer.

Higher Order Thinking Skills	Computer skills	KLAs
Identifying and naming basic computer parts (monitor, keyboard, mouse)	Recognizing and pointing to computer components	Technology - Digital literacy
Exploring and understanding how a computer works	Moving the mouse, clicking, dragging objects	Fine motor skills and coordination
Problem-solving through interactive software (e.g., clicking the correct option, dragging the right shape)	Using a touchpad or mouse to navigate	Problem-solving - Logical reasoning
Applying learning by completing a simple task (e.g., drawing a shape using a paint program)	Clicking and dragging to create digital drawings	Creativity - Digital expression
Synthesizing information by explaining how computers are used in everyday life	Typing letters or simple words using a keyboard	Communication - Early literacy
Evaluating and reflecting on what they have learned about computers	Using voice recording or digital storytelling tools	Speaking and listening - Language development

Write your notes about your Observations and Assessments here!

Write your Critical Reflection about this lesson here!