

ES1 Stage

ES1 is involved in many activities throughout the year.

Activities include such things as **BeeBots** (robot programming), using **Max Write**, **Max Show** and **Max Count** – these are Microsoft applications of Word, PowerPoint and Excel in a modified version, creating **slide shows**, practising **typing programs** and use of the **interactive whiteboard** through a number of Literacy and Numeracy programs.



Selection of skills taught at this Level:

<u>Word Processing:</u>	<u>Data Bases</u>	<u>Graphics</u>	<u>Multimedia</u>
Locating keys on the keyboard	Purpose and structure Terminology – fields, records, files – Max Count	Uses toolboxes from selected programs	Create slideshow using appropriate age level program
Understands appropriate terminology	Locates information from library enquiry	Uses the toolbars/pallets	Adds graphics
Types sentences without assistance		Deletes objects,	Understand what makes a good presentation
Deleting		Inserts graphics into documents	Program robots – bee bots
Uses typing programs		Creates animation – kid pix	
Uses toolbars		Uses graphics to enhance work	

<u>Internet, Intranet, email</u>	<u>Spreadsheet</u>	<u>Computer Operations and Concepts</u>
<p>Find specific locations for information – use of Mathletics</p> <p>Understands browser – use of forward/backward arrows</p> <p>Understands web addresses</p> <p>Participate in video conferences and understand benefit</p>	<p>Understands purpose and structure of spreadsheet – Max Count</p> <p>Interprets data</p> <p>Understands terminology – row, cell. column, cell</p>	<p>Identifies hardware components</p> <p>Match equipment to purpose – digital camera to capturing images</p> <p>Logon/off to network</p> <p>Save into their documents</p> <p>Names a document</p> <p>Save in appropriate place</p>