**Lab 31- Technology**

The elementary computer lab curriculum is a dynamic and evolving framework, shaped by available technology, how often students engage with it at school, and the specific needs of each grade level. Many students begin with some exposure to computers, typically through games or videos at home. The goal of the school’s technology program is to shift that perspective—helping students see computers not just as entertainment, but as valuable tools for learning and productivity throughout their lives. This is the ideal time to introduce students to the basics of computer use. The focus at this stage is to help them understand that computers can be used for a purpose—to create, explore, and learn.

The emphasis is on understanding the components of a computer and learning how to use them together. Students begin building comfort and confidence with the technology through hands-on exploration and guided practice.

Understanding Computer Components:

* Monitor
* Keyboard
* Mouse
* How each part works and interacts with the others

Basic Operation Skills:

* Demonstrating how to use a mouse (click, drag, navigate)
* Demonstrating how to use the keyboard (key recognition, following prompts)

Computer Etiquette:

* How to behave respectfully when using computers
* How to care for equipment and use it responsibly

To support skill development, the classroom environment can include a visual interface with simple icons that link directly to age-appropriate educational websites. These sites should focus on strengthening mouse control, basic keyboard familiarity, and early literacy and numeracy skills. For example, interactive games that prompt students to press specific keys based on images or sounds are both engaging and instructional. This is also a key time to begin integrating reading and writing into computer activities. It’s important to help students distinguish between writing with a pencil on paper and typing on a keyboard. The goal is to ensure that technology complements, rather than replaces, foundational literacy development. By the end of the year, students should begin to see the computer not just as a source of entertainment, but as a tool they can use to learn, explore, and create.