Computer Says

DATE:

SUBJECT: Computer

OBJECTIVE(S):
- Recall where to find keys on the keyboard
- Recognize simple terms for using the keyboard and mouse
- Practice mouse control
- Stay focused and follow directions

MATERIALS:
- Computer keyboard
- Computer mouse
- Computer with working word processing program

TASKS/ACTIVITIES:
1. Teach basic keys, mouse movement, and terminology.
2. Open blank document for activity.
3. Teacher gives 10, one-step directives for mouse and keyboard use in rapid succession in a game of Computer Says. All directives that require student action start with "Computer Says."
4. Student follows directives that begin with "Computer Says" using their keyboard and mouse to add content to a blank document. If the teacher does not say "Computer Says" before a directive, student should not follow the directive.
5. After each set of directives, teacher checks student work. If it's correct, game continues with another set of directives. If it's incorrect, student deletes all text and the game starts over.

HOMEWORK: None

ASSESSMENT:
Check student work after each set of directives to see how well student followed directives. Look for patterns in the directives that are missed or incorrect, such as use of capital letters or right-click on the mouse. Count how many sets of directives the student gets correct in a row and track over time.

TOPIC: Basic Keyboard and Mouse Skills

DURATION: 30 minutes

NOTES:
Write out ten sets of directives before implementing the game. Follow the directives on your own and save the document to make it easier to assess student work.

Keyboard and Mouse Directives for Beginners:
-Hit space bar once
-Type ABC
-Press Enter twice
-Move cursor to space after the letter C
-Hold Shift and press the first letter of your first name
-Type the rest of your name

Keyboard and Mouse Directives for Advanced Lesson:
-Insert asterisk
-Highlight your name then use the mouse to copy and paste it on the next line
-Press Caps Lock
-Type your full name