Software Scavenger Hunt

DATE:

TOPIC: Computer Software (program of your choice)

SUBJECT: Computer Software

DURATION: 1 hour

OBJECTIVE(S):

- Learn the basic uses of a specific software
- Learn the various tools available from specific software
- Understand how computer learning derives from exploration
- Use logical reasoning to discover various aspects of specific software

MATERIALS:

- Computer software program of your choice
- List of specific tools and function within that software
- Computer

TASKS/ACTIVITIES:

1. Ensure your chosen software program is installed and working properly.
2. This should be the student's first introduction to the software program.
3. You can either give the student a copy of the software tools and functions list you've created or read them one item from the list at a time.
4. Just like in a regular scavenger hunt, the student will need to find all the items on the list within the new software program.
5. When the student finds the list item, she should use it.

HOMEWORK:

Use the new software program to create a project that expresses what the main purpose of the software is.

ASSESSMENT:

Most software will result in the creation of something such as a document or image. You can evaluate the product created from the Software Scavenger Hunt to see if the student found and used all of the list items.
If the software does not result in a single product, instruct the student to take and save a screenshot every time they find and use an item. You can assess their screenshots.

NOTES:

Simple Software Programs for Kids:

- Google Docs
- Google Sheets
- Google Slides
- Google Drive
- Google Search Engine
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- Paint 3D
- Scratch