

## Computer Mysteries

### Level 1-Booting Up: Interacting with Computers

**\*Project Area Skill (PAS) refers to the subject matter based skill which youth demonstrate in relation to the correlating content standard.\***

**Objectives:**

#### **Career Readiness-**

- 1. Students will identify their career interests and aptitudes to develop an educational plan which supports personal career goals.**

**Benchmarks: K-4: A; 5-8: A,C; 9-12: E**

**Project Area Skill: The youth will learn the basic computer parts and functions which will aid them later in life. They will also interview at least 2 people about how they use computers on the job and learn about eight other occupations that use computers at their workplace.**

- 2. Students will utilize and manage resources effectively to produce quality services and products.**

**Benchmarks: K-4: A,B; 5-8: A; 9-12: A**

**Project Area Skill: The youth will be in charge of completing the assignments in the workbook within a year. To do this they must plan accordingly, utilize time management skills and keep appointments.**

- 3. Students will demonstrate the technological knowledge and skills required for future careers.**

**Benchmarks: K-4: A,B,C; 5-8: A,B,C; 9-12: A**

**Project Area Skill: The youth will gain valuable skills as they look at computer hardware and software. They will learn about certain external parts of a computer, how to use them and adjust the equipment to their needs. Furthermore the youth will practice basic skills needed to use a computer such as using a keyboard and mouse to access programs.**

4. **Students will develop and demonstrate responsible and ethical workplace behaviors.**

**Benchmarks:** K-4: A,C,D,E; 5-8: A,B,C,D; 9-12: A,C,E

**Project Area Skill:** The youth will investigate the ethical use of computer software. First they will learn the proper way to use the software, then they will be asked to answer ethical questions pertaining to situations such as downloading software programs illegally. Furthermore the youth will learn about personal privacy while using someone else's computer.

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**Language Arts-**

- 1. Reading and listening for comprehension: Students will apply strategies and skills to comprehend information that is read, heard and viewed.**

**Benchmarks: K-4: A,B,C 5-8: A,B,D 9-12: A,B,D**

**Project Area Skill: The youth will conduct interviews with two job holders who use computers. They will formulate questions and summarize dialogue for the interview. Furthermore the youth will increase their vocabulary by identifying its use in the text and using the glossary in the back of the workbook to understand the word's meaning.**

- 2. Writing and Speaking for Expression: Students will communicate effectively through speaking and writing.**

**Benchmarks: K-4: A,B,C 5-8: B,C 9-12: C**

**Project Area Skill: The youth will express their progress by answering questions at the end of the activity. They will also use computers to compose letters about themselves for their project leader and create a birthday card for their friend. Furthermore the youth will use language to document their observations about various areas of that surround computers.**

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**Math-**

- 1. Data Analysis and Probability: students will understand how to formulate questions, analyze data, and determine probabilities.**

**Benchmarks: K-4: A; 5-8: A**

**Project Area Skill: The youth will document their observations of jobs and computer functions in charts. They youth will understand the importance of charts in the fact that they help to organize information into formats that can be used for later analysis.**

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**Science-**

**Strand III: Science and Society**

**Standard I: Understand how scientific discoveries, investigations, practices, and knowledge influence, and are influenced by, individuals and societies.**

**K-4 Benchmarks: 1**

**5-8 Benchmarks: 1**

**Project Area Skill: The youth will participate in activities that help to describe the technologies responsible for revolutionizing information. They will also learn about word processing and communications by learning about computers and the internet.**