

Computers in Instruction

60 Inservice Points

Component No. 3 007 001

General Objectives

1. To acquire skills in using computers in the instruction of students at all grade levels: preschool through high school (exceptional education, regular curriculum, gifted education).
2. To evaluate the effectiveness and use of software packages.
3. To evaluate a school's computer needs.

Specific Objectives

1. Review and evaluate courseware appropriate for use with students at all developmental levels and in all curricular areas.
2. Review and integrate computer courseware into the regular education program.
3. Develop a scope and sequence for computer literacy for children at all grade levels.
4. Develop awareness of copyright laws and policies regarding the use of computer courseware.
5. Design and construct activities to enhance the use of computers in general curriculum, special education, and in gifted education.
6. Review peripheral devices appropriate for student use.
7. Develop classroom management skills necessary for all types of students.
8. Identify advantages and disadvantages of a management system.
9. Learn to use the computer as a tool in the one computer classroom.
10. Learn to use the computer as a tool with small groups of students.

Activities

1. Will review a variety of commercial and public domain software.
2. Workshop activities will include designing of integration activity packages.
3. Reviewing copyright laws and policies.
4. Examining peripheral devices.
5. Developing classroom management skills in the laboratory setting.
6. Designing student data management systems.

Evaluation

1. Participants will develop lesson plans which will be evaluated by the instructor.
2. Participants will be evaluated by the instructor in their ability to manage a computer laboratory or classroom equipment.
3. Participants will complete a workshop evaluation form.

