

**19 Posters to
Decorate
Your
Technology
Lab**

PUBLISHED BY:

Ask a Tech Teacher©

19 Posters to Decorate Your Technology Lab

Copyright © 2011

All rights reserved.

When you purchase e-Books from Ask a Tech Teacher©, they are for your personal use. Your purchase of a single download does not allow you the legal right to copy, distribute, sell, share, or rent that download to any other persons or organizations by e-mail, electronic duplication, or any other method. You may print a copy for your personal use, but may not distribute that or any other copy to others. By doing so, you will be in violation of copyright law and may be subject to fines or imprisonment.

Disclaimer

The creators of “19 Posters to Decorate Your Technology Lab” have used their best efforts and all information at their disposal. The authors and publishers give no guarantees or warranties as to the fitness, applicability or completeness of the information contained herein and it is provided as an information & educational guide only. Any action taken based upon the information given is done at the readers own risk and AskATechTeacher©, Jacqui Murray

© and/or its owners cannot be held liable for any resulting outcome of following the information given. There are no warranties either express or implied as to the effectiveness or otherwise of the information disclosed and the authors and publishers shall in no event be held liable for any damages or other loss resulting from following all or any of the information contained herein.

Introduction

Hi fellow tech teacher! My name is Jacqui Murray. These posters are from my tech lab. I refer to them often during lessons and sometimes do a quick ‘quiz’ to see who remembers what. They cover the basics of good technology skills for kids. If you own the [Structured Learning](#) technology curriculum, you’ve seen some of them throughout those eight textbooks. I know you’ll enjoy this collection.

As a bonus, I’ve included a sample lesson outline (see end of this ebook) to get your school year started or recharged. For more ideas on how to teach fun, effective technology to students K-8, visit [Ask a Tech Teacher](#)©.

Please join the conversation. [Follow my blog](#) and [follow me](#) on Twitter

Use your proof of purchase to receive a discount on the K-5 Technology Curriculum or the Middle School Toolkit at the [publisher’s website](#).

Need help or have problems viewing this ebook? Email Kali at kali.delamagente@structuredlearning.net

About the Author

[Jacqui Murray](#) has been teaching K-8 technology for fifteen years. She's the editor of a technology curriculum for K-fifth grade and creator of two technology training books for middle school. She is webmaster for five blogs, an [Amazon Vine Voice](#) book reviewer, a columnist for [Examiner.com](#), on the Editorial Review Board for ISTE's [Journal for Computing Teachers](#), and an [Innovate My School](#) tech expert. She is also the author of [Building a Midshipman](#), the story of her daughter's journey from high school to United States Naval Academy midshipman. Contact Jacqui at her [writing office](#) or her tech lab, [Ask a Tech Teacher](#).



As students learn to draw in KidPix, they perfect mouse skills—drag-and-drop, left click, how to hold the mouse. Here are a few reminders that will help them develop good mouse habits as early as Kindergarten:

MOUSE CONTROL

Single Click:

Select

Double Click:

Open

Right Click:

Choices—Drop-down menu

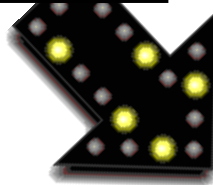
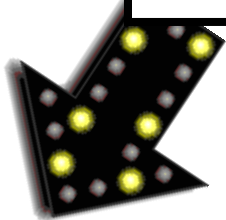


Great Keyboarding Hints for K-2

1. Make sure keyboard remains in centered front of student, mouse to right (or left for lefties). Students will push keyboard away to concentrate on mouse. Don't let them.
2. Have student tuck their elbows against the sides of their bodies. This keeps hands in the right spot—home row
3. Use thumb for space bar. That leaves hands on home row
4. Curl fingers over home row—they're cat paws, not dog paws
5. Use inside fingers for inside keys, outside for outside keys
6. Use finger closest to the key you need. Sounds simple, but this isn't what usually happens with beginners.
7. Keep pointers anchored to f and j
8. Play keyboard like a piano (or violin, or guitar, or recorder). You'd never use the pointer for all keys
9. Fingers move, not hands. Anchor hands to f and j keys
10. Don't use caps lock for capitals! Use shift.
11. Students must keep hands to themselves. Don't touch others mouse, keyboard, monitor. This gives

Difference between 'Save' and 'Save-as'

WHAT'S THE
DIFFERENCE
BETWEEN
SAVE
AND
SAVE AS?



SAVE

- Save the first time
- Resave changes to the same location

SAVE AS

- Resave under a new name
- Resave to a new location

GUIDELINES FOR VOLUNTEERS

- Use the Socratic Method—ask questions, encourage students to solve their own problems.



- Remember: Don't do for the students--ask them questions to get them to do



Socrates

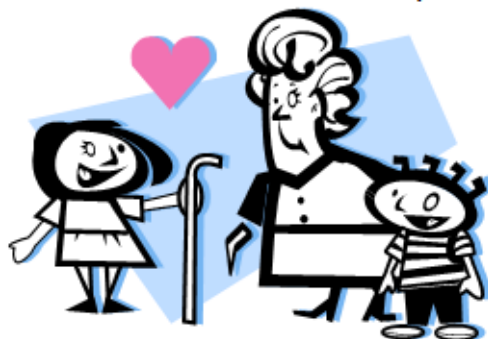
- You will always know more than the students, so don't worry!



- Each class is an hour of volunteer time
- Receipts are at the front of the classroom.



- It's perfectly fine to miss. I understand you have lives outside of my class.



This is a favorite decoration of students. I take all of their pictures at the beginning of the school year, format them in Photoshop, print them as two inch squares and paste them on a generic background that's shaped like a student. They spend lots of time trying to find themselves among the 400 students on the 'body' and even bring their parents in to show them the 'school computer student'.

Doing this allows me to intrigue them about technology, display the power of Photoshop and discuss digital pictures.



Notes