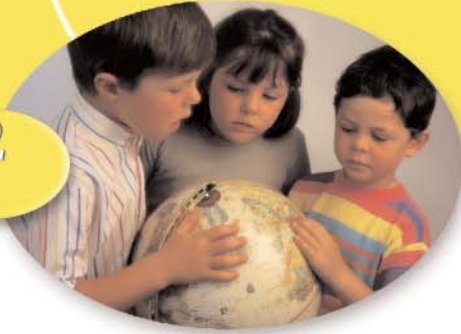


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K to the 8th Power

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*Lab directors and teachers now have access to comprehensive technology courseware that reinforces state and national academic standards. This software bridges the gap between what is taught in the classroom and what students do in a typical school computer lab.*

## FEATURES

**Technology Education**

**Standards-Based Curriculum**

**Easy-to-Use**

**Fun for Students**

**Flexible Lesson Formats**

**Student Tracking and Reporting**

**Designed for Technology Coordinators and Lab Directors**

Numerous computer literacy goals are met with the K to the 8th Power curriculum at the second grade level, enhancing those skills developed at the kindergarten and first grade level. These computer literacy goals are met as students work through exercises on a computer. Academic content is reinforced as students go through these activities.

Computer literacy areas covered include using the keyboard to create short paragraphs, demonstrating the ability to use a printer, using the Internet for research, creating bookmarks and favorites folders, working cooperatively in small groups, using menu options and computer commands, creating simple multimedia projects, creating and using graphs, understanding the copyright issues, and enhancement of basic computer keyboarding skills developed in the first grade.

The majority of exercises that students perform while learning about computers also connect back to objectives of standards-based tests. As students learn about technology, they also enhance their academic abilities in math, reading and written language.

The software is easy to administer, easy-to-use, and fun for students. Lessons are made up of easy-to-follow instructions in a wide variety of formats. Games, puzzles, labs and activities are all developed to keep the students interest while developing computer literacy skills.

The software also comes with a built-in mechanism for tracking student progress through each subject and each grade level. Teachers can monitor their students performance as they move through the curriculum with an easy-to-use Learning Management System (LMS).

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*For specific information about the second grade curriculum and more detail about product features, read on!*



Lesson Name	Academic Summary	Technology Summary
<p><b>Addition Facts to 20</b></p>	<p>Students review the concept of addition and addition facts through 20. Students have the opportunity to practice their addition facts while playing several games.</p>	<p>In this activity students are given seven addition problems to copy into Microsoft Word. Students solve each problem using the computer calculator.</p>
<p><b>Addition of Two-Digit Numbers</b></p>	<p>Students will use two-digit addition to solve math story problems. They begin by playing several games to practice addition facts. Then they are shown examples of story problems and how to solve them. Students play games to practice solving story problems with two-digit addition.</p>	<p>Students will use Microsoft Word to type in four word problems. Students are taught how to use the numbering feature of Word and how to change the font color of the numbers and text.</p>
<p><b>Answer Factual Questions</b></p>	<p>Students learn how to answer factual questions by using American patriotic songs and "The Ballad of John Henry."</p>	<p>Students paste prewritten questions into a Microsoft Word document. Students type in answers to the questions given and save the document. Students also change the font color of their answers.</p>
<p><b>Calendar Skills</b></p>	<p>Students will review the days of the week and the months of the year. They will review the capitalization and abbreviations of these words. The students will play three interactive games to help reinforce their understanding of basic calendar concepts.</p>	<p>Students will use the Microsoft Publisher Wizard to create a calendar for the current month. They will change colors, pictures, and dates to accomplish this.</p>
<p><b>Compound Words</b></p>	<p>This lesson teaches students how to recognize and utilize compound words. Students play computer games to test their knowledge of compound words. The student activity shows students how to make lists of words and how to divide the words into their separate parts.</p>	<p>Students are shown how to enter information into Microsoft Excel spreadsheet cells. Students are given several compound words to copy and paste into their spreadsheet. Students then type in the two words that make up the compound word in the adjacent cell.</p>
<p><b>Create a Short Book Report</b></p>	<p>Students learn how to write a book report using the word processor. Students will select a book they have read recently and create an illustrated book report. Students play a game to test their comprehension of the lesson material.</p>	<p>Students will write a book report about a book they have read. Students choose from four types of book reports and use the examples found in the lesson to create the report.</p>
<p><b>Editing a Story</b></p>	<p>Students will use a story written in a previous lesson to learn how to edit. Students learn the meaning of "editing" and learn the proofreading tools that develop good editing skills. Students play an editing game. The student activity asks students to highlight the capitalization, punctuation, and spelling errors in different colors. All errors are corrected in a red font.</p>	<p>Students will edit the story they started in the lesson "Generate Ideas for Writing." They edit their story for errors and highlight each error. Students learn how to use the highlight and bolding features within Microsoft Word.</p>

Lesson Name	Academic Summary	Technology Summary
<b>Functional Words - Bathroom</b>	Students will learn ten bathroom words: bathtub, soap, faucet, toilet, sponge, sink, shower, towel, toothpaste, and toothbrush. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture of a bathroom using Kid Pix. They will find the "Color Me" background picture of a bathroom and use patterns, gradients, and colors from the paint bucket to decorate the room.
<b>Functional Words - Beach</b>	Students will learn ten beach words: bucket, sand, shells, sandcastle, umbrella, sea gull, swimsuit, beach chair, seaweed, and waves. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Microsoft Publisher Wizard to write a greeting card to a friend. They will change pictures and text to accomplish this. They will also learn how to change the color of a picture.
<b>Functional Words - Bedroom</b>	Students will learn eight bedroom words: bed, chair, rug, pillow, chest of drawers, lamp, picture, and window. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture of the room from this lesson using Kid Pix. They will find the "Color Me" background picture of a bedroom and use patterns, gradients, and colors from the paint bucket to decorate the room.
<b>Functional Words - Birds</b>	Students will learn the names for eight birds: robin, sparrow, eagle, hawk, blue jay, parrot, cardinal, and quail. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students use Kidspiration to create a word web of the words taught in the lesson. They will use the Pick Library and the Add Symbol tool to find and label the words they learned.
<b>Functional Words - Christmas</b>	Students will learn eight Christmas words: tree, present, Santa Claus, snow, light, sleigh, stocking, and wreath. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Blank Page in Microsoft Publisher. They will fill their page with pictures gathered from the Clip Art Gallery. They will also learn to size and move the pictures.
<b>Functional Words - Easter</b>	Students will learn eight Easter words: bunny, egg, basket, jelly beans, present, chicks, chocolate bunny, and candy. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Kidspiration activity "Holiday" to find pictures about Easter. They will then write a sentence about each picture using the "Go to Writing" tool.
<b>Functional Words - Fall</b>	Students will learn eight Fall words: Fall, October, frost, leaf, pumpkin, red, yellow, and orange. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Blank Page in Microsoft Publisher. They will fill their page with pictures gathered from the Clip Art Gallery. They will also learn to size and move the pictures.
<b>Functional Words - Forest Animals</b>	Students will learn the names for eight forest animals: deer, bear, fox, owl, raccoon, squirrel, rabbit, and wolf. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture using words from their lesson with Kid Pix. They will find a background, then use the sticker button to paste pictures of the words from their lesson onto the background. They will then add sound to their page.

Lesson Name	Academic Summary	Technology Summary
<b>Functional Words - Halloween</b>	Students will learn eight Halloween words: pumpkin, jack-o-lantern, candy, spider, black cat, bat, costume, and ghost. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Kidspiration activity "Holiday" to find pictures about Halloween. They will then write a sentence about each picture using the "Go to Writing" tool.
<b>Functional Words - Jungle Animals</b>	Students will learn the names for eight jungle animals: snake, tiger, monkey, gorilla, bird, elephant, crocodile, and lion. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture of a jungle using Kid Pix. They will find the "Color Me" background picture of a jungle and use patterns, gradients, and colors from the paint bucket to color the picture.
<b>Functional Words - Kitchen</b>	Students will learn eight kitchen words: refrigerator, glass, pot, plate, stove, broom, sink, and microwave. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture of a kitchen using Kid Pix. They will find the "Color Me" background picture of a kitchen and use patterns, gradients, and colors from the paint bucket to decorate the room.
<b>Functional Words - Library</b>	Students will learn eight library words: book, book shelf, chair, desk, librarian, library card, study, and computer. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use Kidspiration and the Pick Library to make a word web using the words from this lesson. They will then use the "Go to Writing" tool to write a sentence for each picture.
<b>Functional Words - Living Room</b>	Students will learn eight living room words: carpet, sofa, chair, television, window, wall, door, and stereo. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture of a living room using Kid Pix. They will find the "Color Me" background picture of a living room and use patterns, gradients, and colors from the paint bucket to decorate the room.
<b>Functional Words - Post Office</b>	Students will learn eight post office words: stamps, mail, letter, mail box, mail carrier, post office, package, and flag. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Microsoft Publisher Wizard to write a greeting card to a friend. They will change pictures and text to accomplish this. They will also learn how to change the color of a picture.
<b>Functional Words - Restaurant</b>	Students will learn eight restaurant words: table, chair, menu, food, dessert, napkin, server, and chef. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a menu using the Microsoft Publisher Wizard. Students give a name to their restaurant and use the words learned in the lesson.
<b>Functional Words - Sea Animals</b>	Students will learn the names for eight sea animals: fish, shark, whale, starfish, jellyfish, crab, eel, and octopus. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture using words from their lesson with Kid Pix. They will find a background, then use the sticker button to paste pictures of the words from their lesson onto the background. They will then add sound to their page.

Lesson Name	Academic Summary	Technology Summary
<b>Functional Words - Spring</b>	Students will learn eight Spring words: flower, rain, April, May, kite, sun, wind, and Spring. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will create a picture using words from their lesson with Kid Pix. They will find a background, then use the sticker button to paste pictures of the words from their lesson onto the background. They will then add sound to their page.
<b>Functional Words - Summer</b>	Students will learn eight Summer words: vacation, hot, June, July, swimming, baseball, sun, and beach. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students use Kidspiration and create a drawing using pictures from the different seasons taught in the lesson.
<b>Functional Words - Thanksgiving</b>	Students will learn eight Thanksgiving words: turkey, feast, Pilgrim, Indian, family, pumpkin pie, corn, and pumpkins. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Kidspiration activity "Holiday" to find pictures about Thanksgiving. They will then write a sentence about each picture using the "Go to Writing" tool.
<b>Functional Words - Valentine's Day</b>	Students will learn eight Valentine's Day words: heart, valentine, candy, chocolate, flowers, pink, red, and gift. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Microsoft Publisher Wizard to create a Valentine's Day card. They will change pictures and text to accomplish this. They will also learn how to change the color of a picture.
<b>Functional Words - Vegetables</b>	Students will learn the names for ten vegetables: bean, cucumber, pea, broccoli, potato, cabbage, carrot, lettuce, onion, and tomato. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use the Kidspiration activity "Balanced Meal" to find pictures from different food groups, and then use them to create a balanced meal.
<b>Functional Words - Winter</b>	Students will learn eight Winter words: fireplace, ski, coat, glove, scarf, snowman, skate, and sweater. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use Kidspiration and the Pick Library to make a word web using the words from this lesson. They will then use the "Go to Writing" tool to write a sentence for each picture.
<b>Generate Ideas for Writing</b>	Students learn how to generate ideas for writing by visiting Web sites where they can view pictures. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students will use Microsoft Word to create a document. They will copy and paste a picture from the K to 8 Resource Library and write a story about the picture.
<b>Geometry</b>	Students will learn about solid geometric figures: cube, rectangular prism, cone, pyramid, cylinder, and sphere. They will see two pictures of each word and hear four sentences describing the pictures. The functional word is highlighted in red in each sentence. Students play matching games to review and practice what they have learned.	Students use Kidspiration activity "Shapes" to find and label pictures of geometrical shapes they learned in their lesson. They will also find objects that use those shapes.

Lesson Name	Academic Summary	Technology Summary
<b>Identify Speaker in Literature</b>	Students learn the concept of “voice” in writing and how to identify the speakers in literature. Students practice with two poems and selections from Dr. Dolittle.	Students copy and paste information into Microsoft Word. Students use the highlighting feature to highlight the different voices in the stories provided.
<b>Keyboarding Numbers and Letters</b>	This lesson teaches students how to type the letters A through Z and the numbers 0 through 9 on the keyboard. Students also type words from the lesson.	This lesson helps students identify the letters A through Z and the numbers 0 through 9 on the keyboard. Students will go through several exercises to associate letters of the alphabet with the letters found on the keyboard. Students are also exposed to sample words that start with each letter.
<b>Keyboarding Practice - Animals</b>	This lesson gives students keyboarding practice with words from paragraphs about four animals. Students learn about the animals and visit a Web site.	This lesson helps students identify the letters of a keyboard. Students will type the names of animals taught in the lesson.
<b>Keyboarding Rows</b>	Students learn how to type the home row, and the rows above and below the home row. They will type words, phrases, and sentences.	This lesson helps students identify the letters on the rows of a keyboard. Students will go through several exercises to associate letters of the alphabet with the letters found on the keyboard. Students are also exposed to sample words that start with each letter.
<b>Make Change</b>	Students will learn how to count coins and bills and make change. The lesson reviews the value of a penny, nickel, dime, and quarter. Students are shown equivalent amounts of money. They play a word search game with money words and a jigsaw game with coins. The lesson ends by giving examples of making a purchase and receiving change. Students play a game to practice making change.	Students will use Kidspiration to create a word web of various amounts of money. They will then drag coins from the Pick Library to match each of the amounts.
<b>Patterns and Sequences</b>	Students will review patterns and sequences. The students will see examples of number, letter, shape, and object patterns. The students will play two interactive games to help strengthen their pattern recognition and completion skills.	Students will create a spreadsheet using Microsoft Excel. They will identify and select cells. They will learn how to use the fill-right function of Excel using the patterns made from counting by 2s, 3s, 4s, 5s, 6s, and 10s as well as months and days of the week. Students will color each row with a different color.
<b>Place Value to 100s</b>	The students will review the concept of place value. They will review the ones, tens, and one hundreds place. The students will play three interactive games to help reinforce their understanding of place values.	Students will use Microsoft Excel to identify place value. They will copy and paste data into Excel. They will use row and column identification to fill in the correct place value of the numbers given. They will fill the correct cell with color.
<b>Prefixes and Suffixes</b>	This lesson teaches how to recognize common prefixes and suffixes. Students learn what a root word is, and the meaning of several common prefixes and suffixes. The lesson contains three games in which students must select the correct prefix or suffix.	Students will use Microsoft Excel to create a three-column document. Students are given 16 words, each with a root and a suffix or prefix. Students divide each word and add the information into the spreadsheet columns.
<b>Read and Write Poetry</b>	This lesson teaches students how to read and write haikus and acrostic poems. Students learn the correct number of syllables for haikus. There is a game to test knowledge of the lesson content. Students visit poetry Web sites.	Students will use Microsoft Word to type a Haiku. Students will find pictures to illustrate their poems. Students are taught how to change the size of their pictures and how to reposition the pictures.

Lesson Name	Academic Summary	Technology Summary
<b>Respond to Stories</b>	This lesson teaches a variety of methods on how to respond to literature. Students learn why different methods are used. There is a game to test knowledge of the lesson content.	Students will use Microsoft Word and copy and paste eight words into their document. Students will number each word and then use an online dictionary to define each word.
<b>Revising Writing</b>	Students learn how to revise writing. They will learn the meaning of revise, basic revision techniques, and they will use the word processor to revise paragraphs.	Students copy and paste information into Microsoft Word. Students make corrections on the document and then highlight what they corrected. Spelling corrections are highlighted in green, capitalization corrections are highlighted in yellow, punctuation corrections are highlighted in pink and sentence changes are highlighted in turquoise.
<b>Rhyming Words</b>	Students learn the families of rhyming words that contain the following sounds: et, ar, ap, and ill. The students play games to practice recognizing matching sounds. The student activity uses the word processor to list rhyming words and illustrate them with pictures.	Students will use Microsoft Word to create a table with two columns. Students type in words that rhyme with ill, ar, et, and ap in the left-hand column of the table. Next, students find pictures to illustrate each word and insert them in the right-hand column of the table next to each word.
<b>Sequence Ideas for Writing</b>	This lesson teaches students how to sequence events in writing by using sequencing words. Different types of sequencing are discussed. Students play sequencing games and write a paragraph using sequencing words.	Students will use Microsoft Word to write a paragraph using sequencing words. They will be given a choice of topics. Students will format the font and text and highlight the sequencing words to demonstrate their understanding of the objective.
<b>Subtraction of Two-Digit Numbers</b>	Students review the concept of subtraction and subtraction of two-digit numbers. Students are shown examples of two-digit subtraction. They have the opportunity to practice their subtraction facts while playing several games.	Students will use Microsoft Word to type in four word problems. Students are taught how to use the bulleting and numbering feature of Word. Students use the highlighting feature to highlight each answer.
<b>Subtraction of Three-Digit Numbers</b>	Students review the concept of subtraction and subtraction of three-digit numbers. Students are shown examples of three-digit subtraction. They have the opportunity to practice their subtraction facts while playing several games.	Students will use Microsoft Word to create a table with eight columns and four rows. Students create a border for the table and type in several problems. Students check their answers to each problem using the computer calculator.
<b>Time</b>	The students will review how to tell time. They will review times on the hour, half-hour, and quarter-hour. The students will play several interactive games with an analog clock to reinforce and build their time telling skills.	Students will create a PowerPoint presentation using words from the lesson and pictures from the K to 8 Resource Library. Students copy pictures and paste them into PowerPoint slides and write sentences for each picture.
<b>Word Families</b>	The student will review the concept of word families. They will review rhyming words that end in — at, it, and all. The students will play the Flash Card Game and Word Scramble to help them recognize words that end in — at, it, and all. In the Flash Card Game the student sees the word, sees a picture that represents the word, and hears it pronounced.	Students will create an advanced word web in Kidspiration. They will make a word web with each of the types of word families from this lesson. Next they will form word webs around each of the types showing examples from that word family.