Methods Of Teaching Computer Literacy In Primary Grades

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Abstract. This article presents ideas and considerations about the methods and effectiveness of teaching children computers using modern methods today. Teaching computer literacy to children of primary school age creates a foundation for their future success.

Keywords: Computer, literacy, method, modern, games, Quizlet, Kahoot, Paint, Word, children, abilities.

INTRODUCTION.

Today, computers have become an integral part of our lives. Computer literacy plays an important role in the educational process of children, plays an important role in their learning, creativity and communication. Teaching computer literacy to children of primary school age creates a foundation for their future success. Due to the development of information technologies, mastering computer literacy for primary school children has become a necessity. As children master modern technologies, they not only expand their knowledge, but also have the opportunity to be competitive in the future. Teaching computer literacy to primary school children is an important factor in developing their intellectual, creative and technical potential. To make the educational process interesting and effective, the teacher should use various methods and techniques. In this article, we will talk about effective methods and techniques for teaching computer literacy to primary school children.

Computer literacy is the ability to effectively use a computer and other digital devices. It includes not only the ability to use a computer, but also the ability to use the Internet, search for information, maintain security, and communicate in a digital environment. Computer literacy helps children expand their knowledge. Resources available on the Internet, online courses, and interactive games make the learning process more interesting. In the digital environment, children have the opportunity to express themselves and make new friends. Through social networks and online forums, they share their thoughts and experiences with

others. Computer literacy is important for choosing a successful profession in the future. Today, many jobs are related to information technology. First of all, the process of teaching computer literacy to primary school children should be adapted to their age characteristics. Children are initially given simple and understandable information about the main parts of the computer: the keyboard, mouse, monitor and their functions, as well as information about operating systems and software, teaching how to use the keyboard and mouse, and showing how to open and save programs. For example:

1. Find the parts of the computer in pictures and name them.

2. Perform simple tasks using the mouse and keyboard, for example, drag an icon using the mouse or type simple words using the keyboard.

3. Provide knowledge in the form of a game for children is a very effective method.

Computer literacy can be easily taught through the following didactic games:

1. "Find the colors" game: Children use the mouse to click on the colors shown on the screen.

2. "Keyboard heroes" exercise: Games that teach the keys of the keyboard, for example, finding letters and numbers.

3. "Search game": Children search for a picture or text given by the teacher on the Internet. Through games and educational programs, children can learn in a fun way. This increases their motivation and makes the learning process easier.

There are several effective methods and techniques for teaching computer literacy to primary school children:

1. *Step-by-step knowledge.*

When teaching computer literacy, it is important to teach children step-by-step. New topics are added at each stage:

Stage 1: Teaching computer parts and how to use them.

Stage 2: Introduction to software (paint, word, game programs).

Stage 3: Introduction to the Internet and security rules. For example: Internet etiquette, personal data protection.

At each stage, a small test or project assignment can be given to assess and consolidate children's knowledge.

2. Creating a learning environment.

There should be a specially equipped computer room or classroom for children. In this case, the following should be paid attention to:

Safety: Creating a comfortable and safe environment for children to work at the computer.

Ergonomics: Pay attention to children's sitting position and distance from the monitor.

Special programs: Choosing educational programs and games adapted to children.

3. The role and methodology of teachers.

The role of the teacher in teaching computer literacy in primary school is very important. He can use the following methods:

Instructional-methodical approach: The teacher first demonstrates practical exercises, and then the children do them independently.

Explanatory-methodical approach: The teacher explains the topic in simple language and does exercises together with the children.

Independent work: Small tasks are given to independently test the knowledge learned.

4. Use of innovative technologies. The use of modern technologies in the educational process creates a more interesting environment for children. For example: Interactive whiteboards: Organizing visual lessons for children. Educational platforms: Conducting lessons on platforms such as Quizlet, Kahoot, or Code.org. Virtual reality: Teaching children programming practices in a 3D environment.

5. Computer safety and culture.

It is also very important to teach elementary school children computer safety and culture. It is necessary to provide children with information about staying safe on the Internet, protecting personal information, and avoiding harmful content. Children should know how to follow the following rules: 1. Do not give out personal information to strangers. 2. Do not download unknown programs. 3. Be respectful and cultured on the Internet.

6. Individual approach and differentiated education.

In elementary school, children have different levels of knowledge, abilities, and interests. Therefore, it is necessary to apply an individual approach to them. The following methods can be used:

Ability-appropriate tasks: Give more complex, creative tasks to fast-learning children, and simpler exercises to elementary-level children.

Teamwork: When children work in groups, mutual assistance and knowledge exchange occur. For example, one child is taught to use a mouse, while another

teaches how to type on the keyboard. Self-management: Give children choices. For example, they can choose which program to work in (Paint, Word, or educational games).

7. Encourage creative activities on the computer.

The computer develops children's not only technical knowledge, but also reveals their creative abilities. The following activities can be organized for this:

Drawing and coloring: Draw pictures using Paint or other graphics programs. This develops children's skills in recognizing colors and shapes.

Creating cartoons: Children can create short cartoons using simple animation programs (such as Pivot Animator or Scratch).

Writing stories: Teach them to write simple stories using Microsoft Word or Google Docs.

8. Assessing and reinforcing the learning process.

The knowledge acquired by children should be regularly assessed. To do this:

Mini-projects: Ask children to prepare a small project, for example, drawing a picture of their family in Paint or creating a simple table.

Tests: Check knowledge through simple interactive tests. Example: "Put the computer parts in the correct order."

Children's portfolio: Create a collection of all the children's work and achievements. This allows them to track their progress.

9. Motivate children.

Children need more motivation in the learning process. The following methods can be used to motivate:

Incentive rewards: Give small prizes or certificates of appreciation to children who successfully complete tasks.

Gamification: Turn the learning process into a game. For example, a points system or reward levels.

Creative freedom: Give children the opportunity to choose activities that suit their interests.

10. Collaboration with parents.

It is important for parents and teachers to work together to improve children's computer literacy. Parents should also show their children how to use computers correctly at home. Teachers can increase the effectiveness of the lesson by working together with parents:

Conduct training for parents: Provide advice on how to support their children.

Do homework together: Encourage parents to participate in homework assignments on the computer.

Monitor children's development: Teachers and parents should communicate regularly and discuss children's progress.

Combining these methods and adapting them to the interests of students will help make the process of teaching computer literacy more effective. There are a number of useful programs for practical exercises. Below is a list of recommended programs for elementary school children:

1. Scratch: A convenient and fun way for children to learn coding. Allows you to create interactive games and animations. Develops logical thinking and increases creativity.

2. Tynker: A platform that provides interactive lessons and games on coding and programming. Students have the opportunity to create their own programs and learn the basics of coding.

3. Code.org: Free lessons and resources aimed at learning coding. This platform has interesting games and interactive projects for students. Makes the learning process interesting through games. Provides an opportunity to learn the basics of coding and conduct practical exercises.

4. Canva: A convenient platform for learning graphic design. Students can create various graphics, posters and presentations. Helps develop creative thinking and improve design skills.

5. Google Slides or Microsoft PowerPoint: Convenient programs for preparing presentations. Students can express their ideas. It provides an opportunity to communicate their thoughts and develop visual presentation skills.

6. Kahoot: A platform for conducting interactive quizzes and games. It allows students to consolidate knowledge through quizzes and games. It makes learning interesting and increases competition.

7. Microsoft Word or Google Docs: Programs for word processing and writing. Students learn to format texts, add images, and prepare documents. It provides an opportunity to develop writing skills and learn to prepare documents.

8. Blockly: A platform for learning to write code in a visual programming language. Students can create their own code using blocks. It allows them to learn the basics of coding in an easy and intuitive way.

These programs help children improve computer literacy and develop practical skills. Each program offers its own unique opportunities and interesting

processes. Among these programs, Scratch can be recommended as the most effective program. Why Scratch?

1. Interactive and Fun: Scratch allows children to learn coding through games and animations that they create themselves. This keeps them interested and motivated.

2. Visual Programming: Scratch has a visual interface, and children assemble the code using blocks. This makes coding easy and understandable, especially for children at the elementary level.

3. Creative Approach: Students will have the opportunity to implement their ideas, create creative projects, and express what they want.

4. Collaborative Learning: The Scratch platform allows students to share their projects and work with others, which helps develop social skills.

5. Extensive Resources: There are many teaching materials, textbooks, and online resources for Scratch, which help teachers plan lessons.

These advantages make Scratch the most effective program for elementary school students, as it teaches coding in a fun and understandable way.

CONCLUSION. Teaching computer literacy to primary school children makes a significant contribution to their future education. To make the educational process interesting and effective, the teacher should use various methods and techniques. As children master modern technologies, they not only expand their knowledge, but also have the opportunity to be competitive in the future. Teaching computer literacy to primary school children is an important factor in developing their intellectual, creative and technical potential. For effective teaching, it is necessary to use methods and techniques appropriate to the age characteristics of children, and to organize interesting and interactive lessons. When teachers, parents and educational institutions work together, children will not only learn to work with computers, but also become knowledgeable and capable individuals who meet the requirements of modern society. Improving computer literacy for primary school children is important for their education and future. By teaching these skills, we give children the foundations necessary to be successful in the digital world. Every child can expand their capabilities through computer literacy.

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