

Computer Mysteries Content Standards
Helper's Guide
Grades 4-12

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

Objectives:

Career Readiness-

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

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

Project Area Skill: The youth will learn how computers are used as a tool to advance communication. They will participate in activities such as learning the parts of a computer and using a web chat site. Through these activities the youth will demonstrate basic computer skills.

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

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

Project Area Skill: The youth will demonstrate a high level of effort towards accomplishing their goals as they build a human computer, and go on the web to speak with other youth through chat pages. While on the web, the youth will also learn about certain safety precautions they need to take as well as “netiquette” or the ability converse politely online.

- 5. The students will develop effective leadership, interpersonal, and team skills.**

Benchmarks: K-4: 5-8: C; 9-12: C

Project Area Skill: The youth will work as a team as they build a “human computer” and play a vocabulary game. While working as a team to explore the basic components of a computer, the youth will work with others of diverse backgrounds as well as share ideas and suggestions.

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

Objectives:

Language Arts-

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

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

Project Area Skill: The youth will play a vocabulary game. Each participant will have a note card taped to their back with a vocabulary word on it. Their partner will use language to answer the questions asked by the participant in regards to the card on their back and guess what vocabulary word they have to win the game.