Technology projects that support ICT and STEM education

Project-Based Activities for Microsoft Office, Google Docs, Adobe, Scratch, Python 3, HTML, and more!
What Are TechnoKids Technology Projects?

• TechnoKids technology projects are a collection of K-12 project based instructional materials.
• Teachers use the technology projects to integrate computer activities into curriculum to meet learning objectives.
• Students develop technology skills as they complete a meaningful task such as building a web page, designing a newsletter, creating a graphic story, writing a blog, or analyzing graphed data.
• Each technology project provides teachers with all the necessary instructional materials and resources to complete the activities.
What Is a Technology Project?

• A technology project is a set of activities that use the computer as a productivity and creation tool. Each project includes a teacher guide, student workbook, and resource files.
  ‣ A **teacher guide** has lessons for teaching including technology integration ideas, preparatory steps, objectives, assignments, and answer keys.
  ‣ A **student workbook** includes worksheets that help organize ideas, provide step-by-step instructions to complete a task, and monitor learning.
  ‣ **Resource files** support learning with customizable templates, samples, flashcards, assessment tools, and parent letters.
How Are the Technology Projects Organized?

• TechnoKids divides projects into categories based on grade level.

The grade levels are only suggested guidelines. Teachers may use their knowledge of student skills to adjust individual classroom application.
## What Projects Are Available?

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<th>Primary</th>
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<th>Whiz</th>
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<tr>
<td>Painter</td>
<td>Gallery</td>
<td>Bookmaking</td>
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<td>Research</td>
<td>Candy</td>
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<td>Photoshop</td>
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What Technology Skills Are Targeted?

- Primary projects provide a foundation for learning. Tasks develop fundamentals, keyboarding, and fine motor skills.
- Junior projects focus on essential skills. Activities promote the practical application of technology.
- Intermediate projects emphasize critical and creative thinking. Students design publications, analyze data, code web pages, and more.
- Senior projects prepare students for higher learning and career readiness. Activities emphasize real-world applications of technology.
How Do the Technology Projects Integrate into Curriculum?

• TechnoKids technology projects are not an “extra” thing to teach.
• Projects have activities that target learning objectives and topics in curriculum. TechnoKids projects correlate to Common Core Standards.
• Technology projects integrate with traditional subject areas.
What Apps are Used in the Technology Projects?

- TechnoKids has projects for Microsoft Office, Office Online, and Google Docs.
- Several projects use web-based services or Adobe products.

Most projects are available for both Microsoft Office and Google Docs.
How Do TechnoKids Projects Promote STEM?

• TechnoKids technology projects teach science, technology, engineering, and mathematics in an applied curriculum.
• Problem-based learning, scientific method, innovation, and critical thinking are core objectives.
• Meaningful, real-world tasks engage student interest.
• Inquiry-based education challenges and inspires students to take an active role.
• Workplace skills are built in a blended learning environment.

Project-Based Activities

TechnoKids technology projects also blend media arts, graphic design, and animation technology skills with visual arts.
Who Uses TechnoKids Technology Projects?

- Classroom teachers
- Computer teachers
- Librarians
- Media Specialists
- Specialty teachers
- Homeschoolers
- Special Education teachers
- Gifted teachers
- Computer Club leaders
- Before and After School Care providers
- Novice IT users
- Tech-savvy users

Some schools will use TechnoKids as a complete program, while others will select one or more projects to accommodate their unique needs.
How Do Teachers Use Technology Projects?

• Technology projects can be integrated into a curriculum unit, used as part of a computer course, offered as an introduction to a larger area of study, or available as part of a computer club activity.

• The average teacher will complete three or four projects per school year if class time is allocated one or two times per week.

• A teacher that has longer class periods and students attending class every day will complete a project in about three to four weeks.
  ‣ This time does not account for optional extension activities.
What Teachers Are Saying About TechnoKids

My students found the activities very engaging. I really appreciated the step-by-step directions. I found that I wasn’t having to teach...I could guide my students. They were the ones working, therefore learning.

- Kimberly, Google Review

I love how each project is designed with the necessary learning components of the Microsoft Office programs but also gives the kids enough freedom to come up with their own products, ideas, and individuality to create original items, using all the tools.

- Jason, Facebook Review

My students and I have enjoyed all of the projects I bought from you! They are wonderful.

P. Parker, Harts Bluff ISD, TX

Techno projects are the best! My students really enjoy doing the projects and everyone learns something new after they complete a project. I will definitely keep purchasing Techno projects for my students.

- Gina, Google Review
What are the Top 7 Reasons to Use TechnoKids Technology Projects?

1. Project based learning engages students
2. Integrate technology into learning experiences
3. Instructional materials save planning time
4. Unlimited use at school
   ‣ Print or view an unlimited number of teacher guides or workbooks at school
   ‣ Store resource files on an unlimited number of devices at school
5. Flexible purchasing options
   ‣ Download a project or get the package
6. No yearly fee
7. Free curriculum support
   ‣ 1-800-221-7921 or support@technokids.com