



Colegio de San Juan de Letran
Dominican Avenue, Abucay, Bataan
Library and Media Services

RESEARCH GUIDE:

COMPUTER 1

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RESEARCH GUIDES

COMPUTER 1

I. SCOPE NOTE

This course is designed for grade one (1) pupils to have knowledge and skills as introduction in studying computer. It is presented logically for the pupils to easily understand the technology that they are studying. Pupils will finish the lessons with a solid understanding of computers, how to use them and the software applications.

II. SEARCH AIDS (BT: Broader Term, RT: Related Term, NT: Narrow Term)

BT:

- Computer

RT:

- Functions of Computer
- Computer Parts
- Parts of a Window Screen
- Function of MS Excel
- MS Paint
- World Wide Web
- Microsoft Edge

NT:

- Computer and its Uses
- Types of Computer
- Hardware
- Software Input Devices
- Storage Device
- Operating Systems
- Microsoft Windows
- Drawing using MS Paint
- Internet
- Windows Calculator
- Drawings with Shapes
- Fill with Colors

III. INFORMATION RESOURCES

A. LIBRARY RESOURCES

Note: For the appropriate access credentials, please contact the Letran Bataan Library

➤ **E-JOURNALS**

- Journal of Research on Technology in Education.
https://www.proquest.com/central/publication/publications_26842
- The Journal of Special Education.
https://www.proquest.com/central/publication/publications_3223
- Assistive Technology Outcomes & Benefits.
https://www.proquest.com/central/publication/publications_2047729
- Journal of Special Education Technology.
https://www.proquest.com/central/publication/publications_6091
- School Psychology Review.
https://www.proquest.com/central/publication/publications_48217
- American Educational Research Journal.
https://www.proquest.com/central/publication/publications_40697
- Journal of Behavioral Education.
https://www.proquest.com/central/publication/publications_54114
- The Journal of Educational Research.
https://www.proquest.com/central/publication/publications_40761
- International Electronic Journal of Elementary Education.
https://www.proquest.com/central/publication/publications_656305
- The Elementary School Journal.
https://www.proquest.com/central/publication/publications_40700
- Education and Information Technologies.
https://www.proquest.com/central/publication/publications_55384
- Computer in the Schools.
https://search.proquest.com/central/publication/publications_42033
- International Journal of Education and Development using Information and Communication Technology.
https://search.proquest.com/central/publication/publications_28521
- Journal of Research on Technology in Education.
https://search.proquest.com/central/publication/publications_26842
- Educational Media International.
https://search.proquest.com/central/publication/publications_536299
- Informatics in Education.
https://search.proquest.com/central/publication/publications_106037

➤ **E-THESES**

- Schneider, T. C. (2017). A study of first-grade teachers using instructional technology for literacy instruction: The contributing factors (Order No. 10267405). Available from ProQuest Central. (1918608682). Retrieved from

<https://www.proquest.com/dissertations-theses/study-first-grade-teachers-using-instructional/docview/1918608682/se-2?accountid=190548>

- Shannon, R. M. (2013). The relationship between time in computer-assisted instruction and the increase in reading skills (Order No. 3576354). Available from ProQuest Central. (1465413144). Retrieved from <https://www.proquest.com/dissertations-theses/relationship-between-time-computer-assisted/docview/1465413144/se-2?accountid=190548>
- Bennett-Smailis, D. (2016). 210RW1S34RfeSDcfkexd09rT3st1RW1S34RfeSDcfkexd09rT3 century assessment: An examination of the relationship among computer-adaptive homework, self-regulation strategies and student scores on computer-adaptive assessment (Order No. 10158937). Available from ProQuest Central. (1824076970). Retrieved from <https://www.proquest.com/dissertations-theses/21-sup-st-century-assessment-examination/docview/1824076970/se-2?accountid=190548>
- Lisy, J. G. (2015). Examining the impact of technology on primary students' revision of written work (Order No. 3728691). Available from ProQuest Central. (1729122386). Retrieved from <https://search.proquest.com/docview/1729122386?accountid=190548>
- Erkfritz-Gay, K. (2009). Differential effects of three computer -assisted instruction programs on the development of math skills among primary grade students (Order No. 3399298). Available from ProQuest Central. (304898441). Retrieved from <https://search.proquest.com/docview/304898441?accountid=190548>
- McGhie-Sinclair, T. (2017). The integration of tablet computers in preparing students for the grade four literacy test: Perception versus reality (Order No. 10268724). Available from ProQuest Central. (1906765046). Retrieved from <https://search.proquest.com/docview/1906765046?accountid=190548>
- von Gillern, S. (2017). Young children, computer coding, and story creation: An examination of first- and second-grade children's multimodal stories and literacy practices when engaged with a multimedia coding application (Order No. 10269304). Available from ProQuest Central. (1918607510). Retrieved from <https://search.proquest.com/docview/1918607510?accountid=190548>
- Buse, A. C. (2009). Video game play and computer self-efficacy: College students in computer related and non-computer related disciplines (Order No. 3400984). Available from ProQuest Central. (304862535). Retrieved from <https://search.proquest.com/docview/304862535?accountid=190548>

B. OPEN ACCESS

➤ FREE E-BOOKS

- Values in Early Childhood Education. <https://www.pdfdrive.com/values-nearlychildhood-education-d52165578.html>

➤ FREE E-JOURNALS

- Computers. <https://www.mdpi.com/journal/computers>

- Open Computer Science. <https://www.degruyter.com/journal/key/COMP/html>
- Open Access Journal. <https://www.degruyter.com/journal/key/COMP/html>
- Vietnam Journal of Computer Science.
<https://www.worldscientific.com/worldscinet/vjcs>
- International Journal of Information and Education Technology. <http://www.ijiet.org/>
- PEER J. <https://peerj.com/>
- International Journal of Computer Applications. <https://www.ijcaonline.org/>

➤ FREE E-THESES

- O'Shea, K. M. (2013). The Effectiveness of an Intervention Combination of Error Word Drill and Repeated Reading Using iPad Technology. (Thesis). University of Wisconsin – Eau Claire. Retrieved from <http://digital.library.wisc.edu/1793/69683>
- Worrell, J. L. (2011). Effects of an interactive computer-based reading strategy on student comprehension. (Doctoral Dissertation). Florida Atlantic University. Retrieved from <http://purl.flvc.org/FAU/3322518>
- Byker, E. J. (2012). The Bangalore Challenge : case studies of the social construction of technology in elementary schools. (Thesis). Michigan State University. Retrieved from <http://etd.lib.msu.edu/islandora/object/etd:1976>
- Kicak, L. M. (2013). Implementing WebQuests in the elementary classroom. (Masters Thesis). SUNY College at Fredonia. Retrieved from <http://hdl.handle.net/1951/58578>
- Her Many Horses, I. (2016). From Lived Experiences to Game Creation: How Scaffolding Supports Elementary School Students. (Doctoral Dissertation). University of Colorado. Retrieved from https://scholar.colorado.edu/educ_gradetds/77
- Dobrich, R. A. (2018). Gizmos and gadgets: a guidebook of technological resources in the elementary classroom. (Thesis). University of Alaska – Fairbanks. Retrieved from <http://hdl.handle.net/11122/10181>
- Hanson, L. J. (2012). Learning within a Computer-Assisted Instructional Environment: Effects on Multiplication Math Fact Mastery and Self-Efficacy in Elementary-Age Students. (Master's Thesis). Brigham Young University. Retrieved from <https://scholarsarchive.byu.edu/cgi/viewcontent.cgi?article=4465&context=etd>
- Lisy, J. G. (2015). Examining the Impact of Technology on Primary Students' Revision of Written Work. (Thesis). University of Illinois – Chicago. Retrieved from <http://hdl.handle.net/10027/19522>
- Dukuzumuremyi, S. (. (2014). The use of technology to promote collaborative learning in inclusive education in primary school. (Master's Thesis). University of Oulu. Retrieved from <http://urn.fi/URN:NBN:fi:oulu-201410221949>

C. PROFESSIONAL ORGANIZATIONS

- Computer Science Teachers Association. <https://www.csteachers.org/>
- Computer Science for All. <https://www.csforall.org/about/>
- National Association for the Education of Young Children. <https://www.naeyc.org/>

- National Education Association. <https://www.nea.org/home/2580.htm?cpssessionid=SID49F2D42F-401C7F83>
- American Federation of Teachers. <https://www.aft.org/>
- Computer Using Educators. <https://cue.org/>
- National Association for Gifted Children. <https://www.nagc.org/>
- Association for Experimental Education. <https://www.aee.org/>

D. OTHER RELATED WEB PORTALS

- Scratch Junior. <https://www.common sense.org/education/app/scratchjr>
- Codeable Crafts. <https://www.common sense.org/education/app/codeable-crafts>
- Cork the Volcano – Puzzlets. <https://www.common sense.org/education/app/cork-the-volcano-puzzlets-1>
- Code Moji. <https://www.codemoji.com/>
- Code Monkey. <https://www.codemonkey.com/>
- PBS Kids. <https://pbskids.org/>
- Scratch. <https://scratch.mit.edu/>
- Story Bird. <https://storybird.com/>
- Technokids. <https://www.technokids.com/>
- Education World. https://www.educationworld.com/a_lesson/lesson/lesson285.shtml
- Kidpix. <https://www.mackiev.com/kidpix/index.html>

E. RELATED ONLINE RESOURCES FOR TEACHERS

- Root Coding. <https://www.common sense.org/education/app/root-coding>
- Kodable. <https://www.common sense.org/education/app/kodable>
- Code. <https://code.org/>
- Code for Life. <https://www.codeforlife.education/>
- Tynker. <https://www.tynker.com/>
- ITCH Lesson. <https://www.itchcode.com/>
- Scholastic Teachables. <https://teachables.scholastic.com/teachables/guesthomepage.html>
- Common Sense Media. <https://www.common sensemedia.org/homepage>
- Glogster. <https://edu.glogster.com/>
- Powtoon. <https://www.powtoon.com/edu-home/>
- KC Computer Lab. <https://oakdome.com/k5/lesson-plans/first-grade-lessons.php>

F. RELATED ONLINE RESOURCES FOR PARENTS

- Scratch. <https://scratch.mit.edu/>
- Tynker Junior. <https://www.common sense.org/education/app/tynker-junior>
- Scratch Junior. <https://www.common sense.org/education/app/scratchjr>
- Codeable Crafts. <https://www.common sense.org/education/app/codeable-crafts>
- Cork the Volcano – Puzzlets. <https://www.common sense.org/education/app/cork-the-volcano-puzzlets-1>
- Code Moji. <https://www.codemoji.com/>

- Code Monkey. <https://www.codemonkey.com/>
- AWE Learning Materials. <https://awelearning.com/library-resources/>
- Carrot Top. <https://carrot-top.com/educational-resources>
- Carson Dellosa.
https://www.carsondellosa.com/freeresources/freeprintables/?utm_source=MDR&utm_medium=partnershipAd&utm_campaign=FreeResources

IV. TUTORIALS

- All About Computers | Grade 1 | Now You Know | Periwinkle.
<https://www.youtube.com/watch?v=cbaGgGgZ-p4>
- Coding for Kids 1: What is Computer Coding?
<https://www.youtube.com/watch?v=THOEQ5soVpY>
- Computer Science Basics: Algorithms. https://www.youtube.com/watch?v=kM9ASKAni_s
- Computer Basics Tutorials for Beginners | Part-1.
https://www.youtube.com/watch?v=v_f0JcM41pg
- Computer Science Grade 1 Lesson#1. <https://www.youtube.com/watch?v=AxfdO4jEcQo>
- Introduction to Programming and Computer Science - Full Course.
<https://www.youtube.com/watch?v=zOjov-2OZ0E>
- Computers Part 1 - CBSE Grade 1 - Computer A smart machine.
<https://www.youtube.com/watch?v=q3bSmSVLYgs>
- What are Computers for Kids | Intro to Computers | Programming for Kids.
<https://www.youtube.com/watch?v=RmbFJq2jADY>
- Computer Science Grade 1 Lesson#2. <https://www.youtube.com/watch?v=MKhYU7ncg2Y>
- Basic Computing Skills – Orientation. <https://www.youtube.com/watch?v=DwsKeoXOa9I>
- GCF Global. <https://edu.gcfglobal.org/en/computerbasics/>
- Tutorials Point.
https://www.tutorialspoint.com/basics_of_computers/basics_of_computers_introduction.htm
- E Learning for Kids. <https://en.e-learningforkids.org/computer-skills/>
- Khan Academy. <https://www.khanacademy.org/computing/computer-programming>
- Maryville University. <https://online.maryville.edu/online-bachelorsdegrees/managementinformation-systems/computer-skills-kids/>

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