



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

## **RESEARCH GUIDE: COMPUTER 2**

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## REASERCH GUIDES

### COMPUTER 2

#### I. SCOPE NOTE

*This course is designed for grade one (2) 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:

- Early Computers
- Modern Computers
- System Software
- Application Software
- Keyboard
- Word Processing
- WordPad
- Graphic Software
- Paint
- Images
- Internet
- Social Networking Sites

##### NT:

- Parts of Keyboard
- Word Processing Applications
- Basic Command in WordPad
- Creating
- Editing
- Saving
- Opening WordPad
- Printing
- Basic Command in Paint
- Internet Use

#### III. INFORMATION RESOURCES

##### A. LIBRARY RESOURCES

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

#### ➤ E-JOURNALS

- International Journal of Education and Development using Information and Communication Technology.  
[https://search.proquest.com/central/publication/publications\\_28521](https://search.proquest.com/central/publication/publications_28521)
- Knowledge Management & E-Learning.  
[https://www.proquest.com/central/publication/publications\\_2046212](https://www.proquest.com/central/publication/publications_2046212)
- Review of Educational Research.  
[https://www.proquest.com/central/publication/publications\\_42090](https://www.proquest.com/central/publication/publications_42090)
- Journal of Educational Technology & Society.  
[https://www.proquest.com/central/publication/publications\\_1586335](https://www.proquest.com/central/publication/publications_1586335)
- Educational Technology, Research and Development.  
[https://www.proquest.com/central/publication/publications\\_31121](https://www.proquest.com/central/publication/publications_31121)
- Asia Pacific Education Review.  
[https://www.proquest.com/central/publication/publications\\_2034556](https://www.proquest.com/central/publication/publications_2034556)
- Computer in the Schools.  
[https://search.proquest.com/central/publication/publications\\_42033](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](https://search.proquest.com/central/publication/publications_28521)
- Journal of Research on Technology in Education.  
[https://search.proquest.com/central/publication/publications\\_26842](https://search.proquest.com/central/publication/publications_26842)
- Educational Media International.  
[https://search.proquest.com/central/publication/publications\\_536299](https://search.proquest.com/central/publication/publications_536299)
- Informatics in Education.  
[https://search.proquest.com/central/publication/publications\\_106037](https://search.proquest.com/central/publication/publications_106037)

#### ➤ E-THESES

- Carmack, C. M. (2011). Investigating the effects of addition with regrouping strategy instruction among elementary students with learning disabilities (Order No. 3475404). Available from ProQuest Central. (900447582). Retrieved from <https://www.proquest.com/dissertations-theses/investigating-effects-addition-with-regrouping/docview/900447582/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>
- Norman, R. R. (2010). Reading the graphics: Reading processes prompted by the graphics as second graders read informational text (Order No. 3435101). Available from ProQuest Central. (815430641). Retrieved from <https://www.proquest.com/dissertations-theses/reading-graphics-processes-prompted-as-second/docview/815430641/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

- Hearn, Donald. Computer Graphic C Version. <https://www.pdfdrive.com/computer-graphics-c-version-2nd-ed-liaufc-d15986348.html>
- Carton, Steven. (2018). Help your Kids with Computer Science. London: Penguin Random House. <https://www.pdfdrive.com/help-your-kids-with-computer-science-a-unique-visual-step-by-step-guide-to-computers-coding-and-communication-d158432499.html>
- Priddy, Sam. (2014). Help your Kids with Computer Coding. India: DK Penguin Random House. <https://www.pdfdrive.com/help-your-kids-with-computer-coding-a-unique-step-by-step-visual-guide-from-binary-code-to-building-games-d157914128.html>
- Woodcock, Jon. (2016). Computer Coding Projects for Kids. London: DK Penguin Random House. <https://www.pdfdrive.com/computer-coding-projects-for-kids-a-step-by-step-visual-guide-to-creating-your-own-scratch-projects-d183896371.html>
- Woodcock, Jon. (2016). Coding Games in Scratch. U.K. DK Penguin Random House. <https://www.pdfdrive.com/coding-games-in-scratch-d181161394.html>
- Andrews, Stuart. (2015). Scratch Coding for Kids. <https://www.pdfdrive.com/scratch-coding-for-kids-d175627418.html>

### ➤ FREE E-JOURNALS

- Computers & Education Open Access Articles. <https://www.journals.elsevier.com/computers-and-education/open-access-articles>
- Open Access Journals. <https://www.mdpi.com/>

- International Journal of Educational Technology in Higher Education. <https://educationaltechnologyjournal.springeropen.com/articles>
- Early Education and Development. [https://www.tandfonline.com/doi/abs/10.1207/s15566935eed1703\\_3](https://www.tandfonline.com/doi/abs/10.1207/s15566935eed1703_3)
- Computers: Open Access Journal. <https://www.mdpi.com/journal/computers>
- Journal of Computer Science and Technology. <https://www.springer.com/journal/11390>
- The Computer Journal. <https://academic.oup.com/comjnl>
- International Journal of Computer Science Education in Schools. <https://www.ijcses.org/index.php/ijcses>

#### ➤ FREE E-THESES

- Taylor, S. (2014). An examination of the relationship between teacher self-efficacy of non-public school teachers and implementing computers for instruction. (Thesis). University of Georgia. Retrieved from <http://hdl.handle.net/10724/27321>
- (7989515), J. G. L. (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>
- Mauk, T. (2016). Code Roads: Teaching Kids Coding Fundamentals With Tangible Interaction. (Thesis). Umeå University. Retrieved from <http://urn.kb.se/resolve?urn=urn:nbn:se:umu:diva-134856>
- Mickel, T. R. (2015). Kids, coding, and connections: extending the ScratchJr programming environment to support wireless physical devices. (Thesis). MIT. Retrieved from <http://hdl.handle.net/1721.1/106001>
- Kehler, K. (2015). Effectiveness of computer-aided personalized system of instruction in teaching the self-regulation program of awareness and resilience in kids. (Masters Thesis). University of Manitoba. Retrieved from <http://hdl.handle.net/1993/30709>
- Wängberg, M. (2012). Developing Mobile Applications For Children . (Thesis). Chalmers University of Technology. Retrieved from <http://hdl.handle.net/20.500.12380/168233>
- 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

- Association for Computing Machinery. <https://www.acm.org/>
- National Association for the Education of Young Children. <https://www.naeyc.org/>
- National Education Association. <https://www.nea.org/home/2580.htm?cpsessionid=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**

- Education. <https://www.education.com/game/home-row-top-row-words-2-egg/>
- GCF Global. <https://edu.gcfglobal.org/en/computerbasics/>
- Tutorials Point.  
[https://www.tutorialspoint.com/basics\\_of\\_computers/basics\\_of\\_computers\\_introduction.htm](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/>
- 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](https://www.educationworld.com/a_lesson/lesson/lesson285.shtml)
- Kidpix. <https://www.mackiev.com/kidpix/index.html>

#### **E. RELATED ONLINE RESOURCES FOR TEACHERS**

- Scholastic Teachables. <https://teachables.scholastic.com/teachables/guesthomepage.html>
- Common Sense Media. <https://www.commonsensemedia.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**

- 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](https://www.carsondellosa.com/freeresources/freeprintables/?utm_source=MDR&utm_medium=partnershipAd&utm_campaign=FreeResources)

#### **IV. TUTORIALS**

- CUP STACKING – KEYBOARDING. [https://www.abcya.com/games/cup\\_stack\\_typing\\_game](https://www.abcya.com/games/cup_stack_typing_game)
- Dance Mat Typing. <https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr>
- Keyboard Challenge. [https://www.abcya.com/games/keyboard\\_challenge](https://www.abcya.com/games/keyboard_challenge)
- Typing Rocket Junior. [https://www.abcya.com/games/typing\\_rocket\\_junior](https://www.abcya.com/games/typing_rocket_junior)
- Typing Rocket. [https://www.abcya.com/games/typing\\_rocket](https://www.abcya.com/games/typing_rocket)
- ICT Grade 2 chapter 1 Introduction to Computer.  
<https://www.youtube.com/watch?v=JyjuRN1x2Ys>

- How The Internet Works? | What Is Internet? | Dr Binocs Show | Kids Learning Video | Peekaboo Kidz. <https://www.youtube.com/watch?v=UXsominDkntI>
- Computers in Kindergarten-2nd grade. [https://www.youtube.com/watch?v=7YF\\_6KuW1rE&list=PLsDvcXUvj5VwgFTod9DGLbpTS2wGuFrF](https://www.youtube.com/watch?v=7YF_6KuW1rE&list=PLsDvcXUvj5VwgFTod9DGLbpTS2wGuFrF)
- Coding for Kids |What is coding for kids? | Coding for beginners | Types of Coding | Coding Languages. <https://www.youtube.com/watch?v=j-3eArinB7E>
- TYPES OF COMPUTERS FOR KIDS || COMPUTER BASICS. <https://www.youtube.com/watch?v=AUng-7hLO38>
- Invention Of Computer Programming Language | The Dr. Binocs Show | Best Learning Video for Kids. <https://www.youtube.com/watch?v=Wchru8alhaE>
- 2nd Grade Computer Lab Lessons Tutorial. <https://www.youtube.com/watch?v=5CwcBQFqVf8>
- Parts of a Computer. <https://www.youtube.com/watch?v=W8awQkcn7Go>
- What are Computers for Kids | Intro to Computers | Programming for Kids. <https://www.youtube.com/watch?v=RmbFJq2jADY&t=30s>
- How Computers Calculate - the ALU: Crash Course Computer Science #5. <https://www.youtube.com/watch?v=1I5ZMmrOfnA>
- Parts Of Computer - Computer Parts for Children - Computer Part Names - Kids Cartoon Flix. <https://www.youtube.com/watch?v=vZqvPuVc42c>
- Password 2: Chapter 1- Computer Basics. <https://www.youtube.com/watch?v=HrbQ6XvtLFo>
- ROLE OF COMPUTERS || Class: 2 || Computer || CAIE / CBSE Syllabus || What are Computers used for? [https://www.youtube.com/watch?v=E9bQaLzm\\_3I](https://www.youtube.com/watch?v=E9bQaLzm_3I)
- Computer Keyboard for kids - Class 1 and Class 2 Curriculum. <https://www.youtube.com/watch?v=mA3OL1J91qc>
- COMPUTER INPUT AND OUTPUT DEVICES FOR CHILDREN || BASIC COMPUTER || COMPUTER FUNDAMENTALS. <https://www.youtube.com/watch?v=DuYF3uD9AYQ>
- Computer Science Basics: Algorithms. [https://www.youtube.com/watch?v=kM9ASKAni\\_s&t=22s](https://www.youtube.com/watch?v=kM9ASKAni_s&t=22s)
- How Do Computers Work?. [https://www.youtube.com/watch?v=P2Fc0Aj\\_u58](https://www.youtube.com/watch?v=P2Fc0Aj_u58)
- Internet Safety for Kids K-3. <https://www.youtube.com/watch?v=89eCHtFs0XM>

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