



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

RESEARCH GUIDE: COMPUTER 3

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RESEARCH GUIDES

COMPUTER 3

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

- Journal of Technology and Teacher Education.
https://www.proquest.com/central/publication/publications_34359
- Tech Trends. https://www.proquest.com/central/publication/publications_40581
- Journal of Research on Technology in Education.
https://www.proquest.com/central/publication/publications_26842
- i-Manager's Journal of Educational Technology.
https://www.proquest.com/central/publication/publications_2030628
- Educational Technology, Research and Development.
https://www.proquest.com/central/publication/publications_31121
- Journal of Science Education and Technology.
https://www.proquest.com/central/publication/publications_2043721
- 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

- Thomas, S. N. (2010). An investigation of the administrator's role as instructional leader in effective computer technology integration (Order No. 3429034). Available from ProQuest Central. (759761309). Retrieved from <https://www.proquest.com/dissertations-theses/investigation-administrators-role-as/docview/759761309/se-2?accountid=190548>
- Rollins, K. B. (2011). Classroom observations of instructional practices and technology use by elementary school teachers and students in an ethnically- and economically diverse school district (Order No. 3486135). Available from ProQuest Central. (908874748). Retrieved from <https://www.proquest.com/dissertations-theses/classroom-observations-instructional-practices/docview/908874748/se-2?accountid=190548>
- Johnson, R. L. (2019). The influence of teacher technology self-efficacy on computer-assisted instruction in urban elementary schools (Order No. 27736150). Available from ProQuest Central. (2364139701). Retrieved from <https://www.proquest.com/dissertations-theses/influence-teacher-technology-self-efficacy-on/docview/2364139701/se-2?accountid=190548>
- Mueller, J. (2009). Computer integration in elementary and secondary schools: Variables influencing educators (Order No. NR49968). Available from ProQuest Central. (305136437). Retrieved from <https://www.proquest.com/dissertations-theses/computer-integration-elementary-secondary-schools/docview/305136437/se-2?accountid=190548>

- Barbaran, C. (2014). The factors influencing teachers' decision to integrate current technology educational tools in urban elementary public schools (Order No. 3641304). Available from ProQuest Central. (1622145472). Retrieved from <https://www.proquest.com/dissertations-theses/factors-influencing-teachers-decision-integrate/docview/1622145472/se-2?accountid=190548>
- Weinberg, A. (2010). Elementary students' perceptions of classroom technology (Order No. 3406070). Available from ProQuest Central. (251361090). Retrieved from <https://www.proquest.com/dissertations-theses/elementary-students-perceptions-classroom/docview/251361090/se-2?accountid=190548>
- Jackson, T. F., Jr. (2008). Integrated computer technology in a catholic elementary school: A study in the dynamics of change (Order No. 3335047). Available from ProQuest Central. (304541256). Retrieved from <https://www.proquest.com/dissertations-theses/integrated-computer-technology-catholic/docview/304541256/se-2?accountid=190548>
- Prater, M. L. (2016). Student authored digital games as authentic learning: Using the ORW1S34RfeSDcfkexd09rT2can you create a game challenge1RW1S34RfeSDcfkexd09rT2 in elementary classrooms (Order No. 10153840). Available from ProQuest Central. (1818936867). Retrieved from <https://www.proquest.com/dissertations-theses/student-authored-digital-games-as-authentic/docview/1818936867/se-2?accountid=190548>
- Wilson, A. (2014). Elementary teachers in rural schools: Perceptions and use of technology in the classroom (Order No. 3683716). Available from ProQuest Central. (1658786307). Retrieved from <https://www.proquest.com/dissertations-theses/elementary-teachers-rural-schools-perceptions-use/docview/1658786307/se-2?accountid=190548>
- Huang, S. H. (2008). The relationship between computer use and academic achievements (Order No. 3352098). Available from ProQuest Central. (304549366). Retrieved from <https://search.proquest.com/docview/304549366?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

- 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>
- Hearn, Donald. Computer Graphic C Version. <https://www.pdfdrive.com/computer-graphics-c-version-2nd-ed-liaufc-d15986348.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
- Computers: Open Access Journal. <https://www.mdpi.com/journal/computers>
- Computer and Education Open Access Articles. <https://www.journals.elsevier.com/computers-and-education/open-access-articles>
- 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

- (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>
- Hill, C. (2015). Programming Environments for Children: Creating a Language that Grows with you. (Thesis). University of California – eScholarship, University of California. Retrieved from <http://www.escholarship.org/uc/item/7k81b9xz>
- 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>

- 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

- CSTA Philippines. <https://philippines.csteachers.org/page/about-us>
- Philippine Computer Society. <http://www.philippinecomputersociety.org/jpcs-2/>
- National Association for the Education of Young Children. <https://www.naeyc.org/>
- National Education Association. <https://www.nea.org/home/2580.htm?cpssessionid=SID-49F2D42F-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
- 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

- Kidpix. <https://www.mackiev.com/kidpix/index.html>

E. RELATED ONLINE RESOURCES FOR TEACHERS

- Learning Portal. <https://learningportal.iiep.unesco.org/en/issue-briefs/improve-learning/curriculum-and-materials/information-and-communication-technology-ict>
- ICTE Solutions. <https://www.ictesolutions.com.au/blog/the-best-ict-tools-to-use-in-the-classroom/>
- Teacher Toolkit. <https://www.teachertoolkit.co.uk/2015/07/24/ict-equipment/>
- Ed Tech Magazines. <https://edtechmagazine.com/k12/article/2018/07/guide-teachingcomputerskills-k-12>
- 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

IV. TUTORIALS

- How The Internet Works? | What Is Internet?
<https://www.youtube.com/watch?v=UXsomnDkntI>
- ICT Week Projects simple and easy grade 3-4. <https://www.youtube.com/watch?v=imvjzVdVnJs>
- Operating System Grade 3. <https://www.youtube.com/watch?v=qMkFoU12IHl>
- 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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