K - Lesson 3

Use keyboard & mouse (trackpad on laptops), menus and basic shortcuts

1. Continue using opening procedures as before. If computers are off, have students turn them on.

2. Have students open web browser, enter www.starfall.com address, and open the ABC (Alphabet) activity. Prompt students to stop. Tell them that you are going to teach them a way, other than using the mouse, to quit a program. This is called a **keyboard shortcut**.

3. Model for students, by holding up a keyboard, how to place their thumb on the **command key** (commonly called the apple key on older computers). Point out to students that when they press this key, nothing happens. This is important to note, because some young students mistakenly believe that they need to press the command key and the **Q** key simultaneously (and if they do that, sometimes the effort to quit a program this way will fail).

4. Model pressing the **Q** key while the command key is down **with one hand**, explicitly, so students learn this right the first time. Even K students can reach these two keys with one hand. Have students quit their web browser this way.

5. Repeat this procedure (perhaps 2 more times), first opening the web browser, and then quitting.

6. Have students continue their regular Alphabet work, this time stopping only a few minutes before time is up, as they should be able to clean up in less time. Tell students they will be learning more shortcuts in other lessons, and that the purpose of using shortcuts is to have more time to work.