

KidDesk

Publisher

Edmark

System Requirements

Macintosh

- Macintosh
- 2-4 MB RAM
- Hard Drive space needed: 1 MB
- Color monitor

Other PC

- IBM or compatible 386bx/33 mhz recommended
- Windows 3.1 or later
- 4 MB of RAM
- Super VGA
- Windows compatible sound

Optional

- Printer
- Microphone
- TouchWindow

Software Description

Hard disk protection is necessary in a classroom with many young users. This program provides the maximum hard disk security adults want and at the same time allows the most independent access for young children. It can be customized for individual children, allowing each child access to a limited number of programs or set for an entire classroom to access selected programs. A "child's desk" has space for a calendar, clock, telephone, lamp, calculator, recorder, and pencil holder. A click on any desk accessory results in a response. The calendar shows today's date and any reminders made for the day. The phone plays a recorded message. The desktop also holds icons identifying software programs. Double click the program icon to launch the application. Vary the choices available by showing the different program icons displayed on the desktop. Both children and adults enjoy the benefits of this program.

KidDesk

Introduction

This program can be used as a tool to develop communication skills. Children can experiment with what it is like to plan and organize a day while learning how to communicate while using note pads, calendars, e-mail, and voice mail.

Materials

- Computer with color monitor
- *KidDesk*
- Color printer

Ahead of Time

Customize a desktop for each child. Personalize *KidDesk* in one of two ways: (1) through selection of an icon by the child or (2) by inserting the child's photo. To use a photo, capture the child's picture by scanning the photo, using a QuickCam, or using a digital camera. Import the child's photo into his or her desktop. Personalize each desktop with a welcome message.

Introductory Activity

- Organize a field trip to the local post office or arrange for the children to talk to the UPS or Federal Express person. If a mail vehicle delivers on a regular basis to the school, arrange for the children to tour the vehicle while it is on school grounds.
- Talk with the children about how they receive letters or cards at home and how they send cards or letters to grandma and grandpa or someone else who may live far away.

Computer Activity

Each child can create an e-mail message to send to other children in the classroom. During free play, children can check for voice mail and written correspondence.

Extended Activity

- Create big mailboxes from cardboard boxes in the room to mail letters they have created on the computer.
- During circle time, gather children around the computer. Open *KidDesk*, select the "Calendar," and view the current month. Ask children what the weather is like outside. Type the children's response. On the calendar day, select an icon to correspond to the weather. At the end of the week or month, print out the calendar and talk about how many days were sunny, snowy, or rainy.
- Compose letters and other timely messages to family, friends, and classmates.

Summary

With their own personal desktop design and options, children gain independence. They can send written and verbal messages to friends in the class while learning that the computer is a tool for communication. Emergent literacy skills are promoted through the integration of this program.

KidDesk

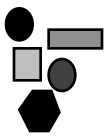
CURRICULUM INTEGRATION IDEAS

Art



- Provide a variety of materials (e.g., old stationery, envelopes, stickers, seals, and address labels). Children can create notes.
- Create stamps using watercolors.
- Make a cardboard frame for the easel. Put paper underneath. Provide paints and a variety of brushes.

Blocks/Manipulatives



- Play with service vehicle toys such as mail and delivery trucks.
- Build an office with LEGOs or other blocks.

Construction



- Reconstruct an original desktop in the classroom. Use the desktop pictures from the software for ideas.
- Use cardboard boxes to make mailboxes for the classroom.
- Make mail carrier bags from construction paper.
- Make hats from construction paper to represent mail delivery service employees.

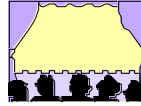
Cooking/Snacks



- Leave a voice mail message for all classmates to bring their favorite snack.
- Bring a special snack.
- Leave a voice mail message that will tell the children what they will have for snack time.
- Make Post Office Cake with yellow cake mix and mandarin oranges. For the

icing, mix Cool Whip, crushed pineapple, and vanilla pudding. Make a round layered cake or cupcakes.

Dramatic Play

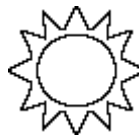


- Dramatize places of business. Act out the ways to communicate with each other.
- Set up the dramatic play area as an office or post office.

Group/Individual Story Experiences



- Discuss what is good or bad about a particular day.
- Save outdated calendars in a portfolio on hinges as a big book for children's reflections.
- Read *The Jolly Postman* by Janet and Allan Ahlberg. Encourage the children to compose a letter each day of the week to make their own version of the book.
- On Friday, ask the children to discuss plans for Saturday. On Monday, children can reflect on Sunday's highlights.



Outdoor Play/Motor

- Play with small service delivery trucks outside.
- Plan a class "office picnic." Mark it on the class calendar.

Science/Math



- Mail a letter to the classroom. Make a record of the number of days it takes to arrive.
- Create a calendar with icons representing different symbols for seasons and/or weather.

Sensory



- Record sounds on a field trip to the post office. Play the sounds back in the classroom to see if children can remember what they were.
- Play messages recorded on children's desktop and see if they can guess whose voice is on the message.

Literacy Links



- Use the computer to create icon labels representing a delivery/mail truck. Tape them to children's tricycles.
- Make a menu for the week's snacks.
- Write memos back and forth.
- Make a list of all the ways the children communicate at home and at school.
- Create a class logo for stationery.
- Create and individualize a logo for stationery.
- Photograph places at home and at school that are areas of organization. The scanned versions can be placed in the *KidDesk* calendar.
- Collaboratively name the classroom's desktop publishing company.

Related Books, Poems & Stories



- *Chicken Soup with Rice* (M. Sendak)
- *Codes and Ciphers: Hundreds of Unusual Secret Ways to Send Messages* (C. Ashton)
- *A House for Hermit Crab* (E. Carle)
- *The Jolly Postman* (J. Ahlberg & A. Ahlberg)
- *Letter Jesters* (C. Falwell)
- *On Monday when it Rained* (C. Kachenmeister)
- *The Very Hungry Caterpillar* (E. Carle)

Related Software



- *American Greetings CreatoCard Plus!* – to create banners, cards, and other objects
- *Bailey's Book House*
- *Print Shop Deluxe*
- *Stanley's Sticker Stories*

Related Websites

- **TEChPLACES:**
www.techplaces.wiu.edu



Extensions Beyond the Classroom

- Interview people outside of the classroom by asking, "How do you communicate and share information with each other?"
- Type a birthdaygram and take your ad to the local newspaper.
- Use *The Print Shop PressWriter* to make reports, newsletters, and brochures that look professional.



Family Connections

- Design a snack sign-up sheet to route among families.
- Invite parents for a *KidDesk* software demonstration. Ask them to make a monthly calendar at the technology center.

