



Table of Contents

Introduction	3
How to Use This Book	4
Software Recommendations	5
Class Books	6
Parent Letter	8
Managing Technology	9
Tips for Using Slide Shows	11
Tips for Using Digital Photographs	12
Outline of Projects	13
Projects	15
The Letter A	15
The Letter B	24
The Letter C	33
The Letter D	41
The Letter E	47
The Letter F	50
The Letter G	56
The Letter H	58
The Letter I	62
The Letter J	69
The Letter K	76
The Letter L	78
The Letter M	81
The Letter N	85
The Letter O	91
The Letter P	95
The Letter Q	106
The Letter R	107
The Letter S	111
The Letter T	122
The Letter U	125
The Letter V	126
The Letter W	129
The Letter X	139
The Letter Y	140
The Letter Z	142
Templates	143



Alphabet Book

Software

- Any drawing software that includes stamps

Skills Developed

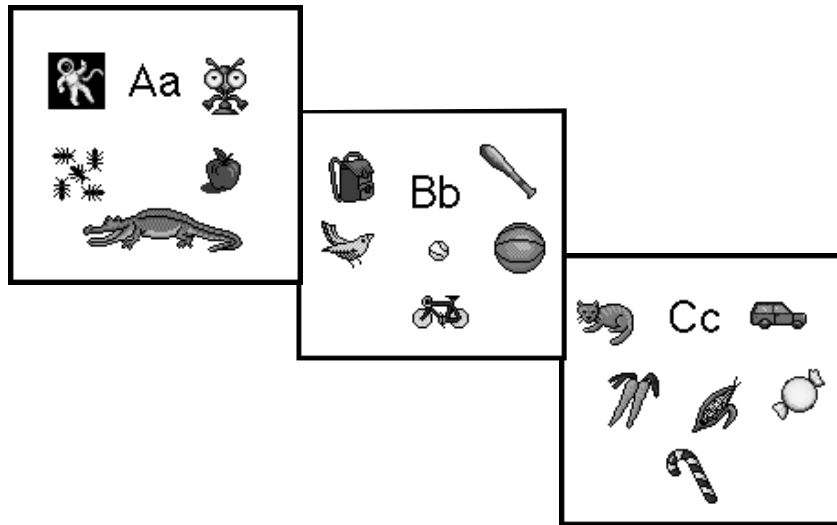
- Letter recognition
- Letter-sound recognition
- Use of stamps

Materials

- No additional materials are needed.

Template

- No template is needed.



Before the Computer

1. Tell students that you are going to make a class alphabet book. Assign a letter of the alphabet to each child.
2. If you have fewer than 26 students in your class, it can be fun to ask school personnel, such as the principal, secretary, and nurse, to make a page. You can make a page, too.
3. Note: It is very difficult to find stamps for some letters. Tell students to draw pictures for those letters. For letter X, have them stamp Xs, and for letter Y, they can use stamps that are yellow.

At the Computer

1. Open the drawing software.
2. Type your assigned letter at the top of the screen.
3. Choose the stamp tool and stamp as many things as you can find whose names begin with that letter.
4. Remember that if you can't find stamps for your letter, you can draw pictures whose names begin with that letter.
5. Print.

After the Computer

1. Put the pages together to make an alphabet book.
2. You can let the children check out the class book to take home and share with their families, or you can make photocopies of the book so each child has a copy to keep.

Variation

- Have each student make his/her own alphabet book.



Zany Zoo

Software

- Any drawing software that allows you to add text

Skills Developed

- Drawing
- Fine motor
- Creative writing

Materials

- No additional materials are needed.

Template

- Zany Zoo Template

Before the Computer

- Explain what “zany” means.

At the Computer

1. Open the drawing software.
2. Find the Zany Zoo Template on the CD-ROM and import it into the drawing software.
3. Draw or stamp a zany creature that might be found in a zany zoo.
4. Type a few sentences describing your zany creature. Tell what it is called, what it eats, what kind of a home it lives in, and whether it gives birth to live young or hatches eggs.
5. Print.

Extended Activities

- You can display these pictures on a bulletin board entitled “The _____s’ Zany Zoo.” Fill in the blank with the correct grade level. Example: The First Graders’ Zany Zoo.

