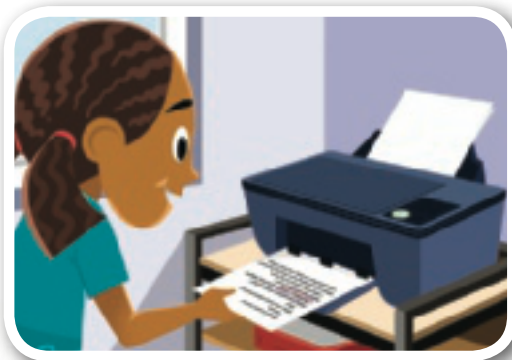


Helpful Computers



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Games



Homework



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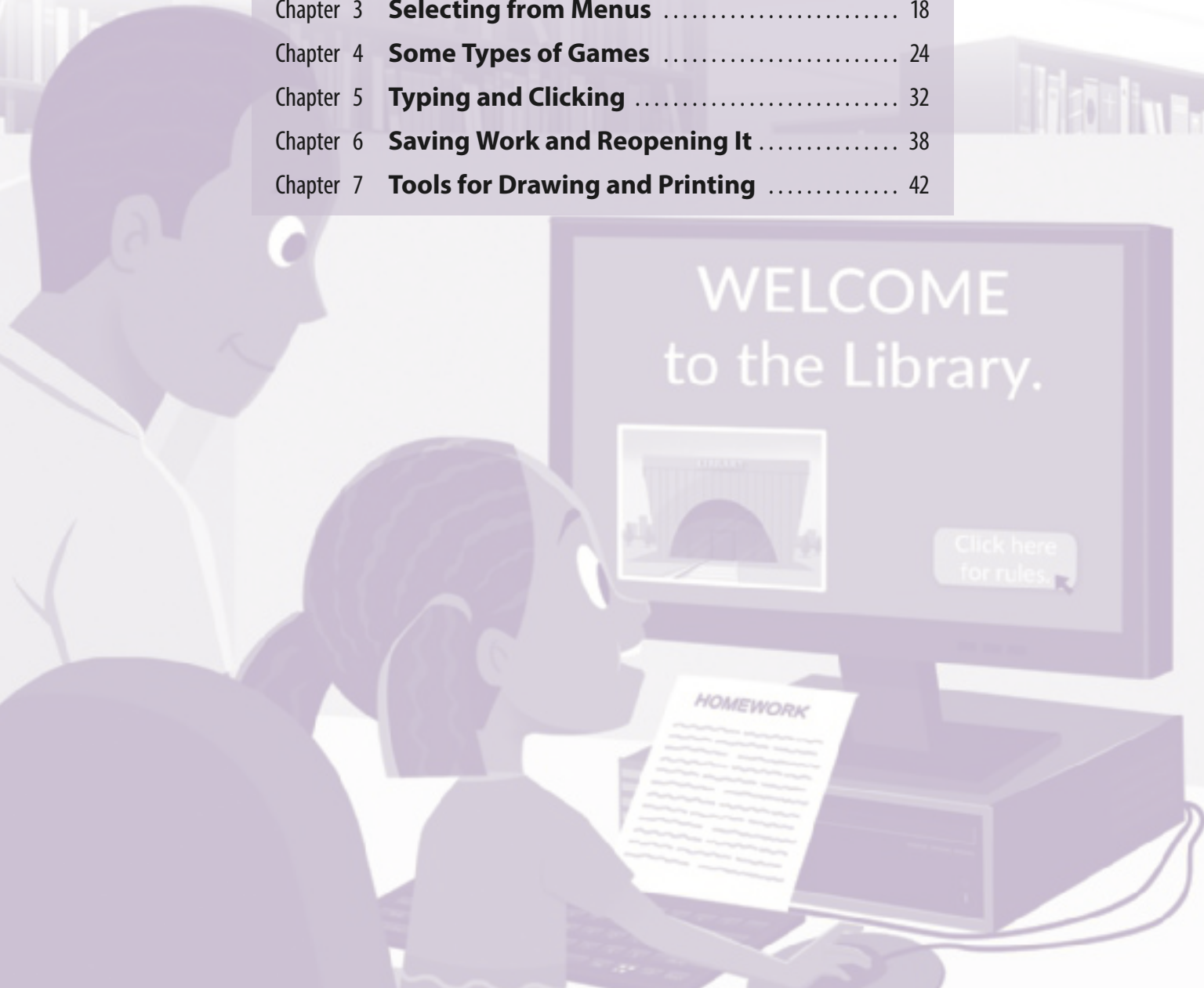
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Helpful Computers

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Computers for Work and Play

Hanna brings a letter home from school.

It has a fun homework assignment!

Hanna must play some online computer games.

Later she will do a report.

She will use a computer to make her report, too.

Her report will tell about the computer games.



Hanna's letter says she should work with a grown-up.
It tells the adult how to help Hanna find the computer games.
They need to use the internet.
Hanna's dad will be her partner.
He says, "This is going to be fun!"



But Hanna and Dad have a problem.

Hanna's sister, Lesia, has computer homework, too.

Lesia is using the family's computer.

Dad has an idea.

He says, "We can go to the library. The library has computers that anyone can use."



Hanna and Dad head to the library.

They are in luck!

There is a computer available.

Dad pulls up an extra chair.

The two sit down to get started.

But the computer screen is dark.



Hanna presses the button on the monitor.

Nothing happens.

Then Hanna finds the power button for the computer.

She turns the computer on.

She can hear it start to make some sounds.

Dad says now they must wait.

The computer needs time to start up.

It just takes a minute or two.



The computer screen says, "WELCOME to the Library."

A button on the screen says, "Click here for rules."

Hanna uses the mouse to move the arrow pointer on the screen.

She points the cursor at the button.

She clicks on the button on the screen.

The rules for using the library computer appear.

There are a lot of words!



Dad helps Hanna understand the words.

He summarizes what the rules mean.

Here is what he says:

1. Treat the equipment with respect.
2. If you go online to use the internet, only use appropriate websites.
3. If you are under age 13, access the internet only with the help of an adult.
4. Make a username and password using your library card.
5. Do not share private information.
6. Do not share passwords.



7. Be kind when communicating with other people online.
8. Tell an adult if someone online is mean.
9. Tell an adult if someone online asks you for private information.

Before they can continue, Hanna must click a button on the screen.

Clicking this button means that she agrees to follow the rules.



Making a User Account

Hanna and Dad are at the library.

They are using the computer there.

Now Hanna needs to make her user account.

There are boxes on the screen for Hanna to type into.

First, she enters the number from her library card.

Then she needs to make up a user name.

This is a name that she will use whenever she signs in to use the library computer.

It is not her real name.

Hanna's real name is private information.



Next, Hanna needs to make up a password.

She will need to enter the password whenever she uses the library computer.

Hanna needs to keep her password private.

That way, other people can't pretend to be her on the computer.

Dad is the only other person who knows her password.



Hanna has made her account to use the library computer.
Now she is ready to start her homework.
The letter from school tells how to find the game website.
The computer screen shows a small box to type into.
The box contains a little picture of a magnifying glass.
It is the icon for searching.



Hanna types “public TV games” into the search window.

Then, she presses the “return” key.

The screen changes.

It shows a list of websites that match what Hanna typed into the search box.



Hanna uses the mouse to move the cursor around on the screen.

Underlines appear under some of the words.

Those are called links.

Clicking on a link takes a user to another website on the internet.

Hanna looks at the link at the top of the list.

This is the website with the games Hanna's teacher wants her to play.

She clicks on the link.

The screen changes again.



Now the screen looks familiar!

This is the website for the TV channel that Hanna watches often.

The TV channel shows many kids' programs.

She recognizes pictures of some of her favorite TV characters.

This website has games for kids to play.



First, Hanna must sign in to the website.
She needs to enter her user name and password.
But Hanna does not have an account for this website.
She needs to make one.
Hanna just made a new library account, so she knows how!



Hanna makes up a user name.

It is not her real name.

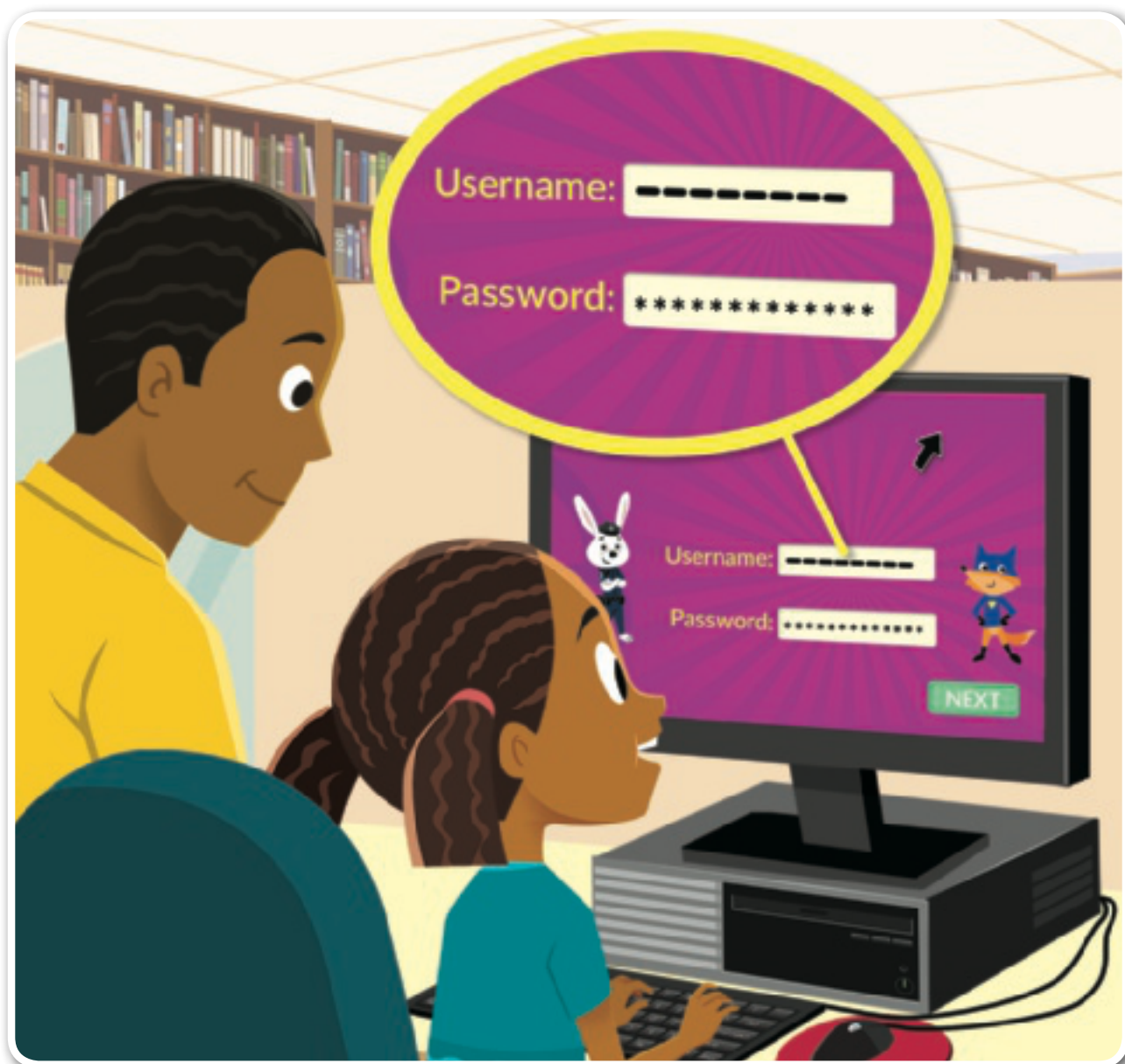
Then she makes up a password.

The password has letters and numbers.

It also has a symbol.

The password is not easy to guess.

Now Hanna can log in to play the games on the website.



Selecting from Menus

Hanna has made an account to play online games.

Next, she does something really fun.

She makes an avatar.

An avatar is like a cartoon character.

It goes with Hanna's user name.

When Hanna plays a game on the site, she appears as the character.



Hanna makes choices to design her avatar.
She points the cursor to objects on the screen and clicks on them.
She chooses a skin color.
She chooses what the hair and eyes look like.
She chooses clothes and shoes.



Hanna makes her avatar from a menu of options.

There are many other choices.

Her avatar does not even have to look like a human.

If Hanna wanted to, she could make her avatar a robot.

Or she could make it an elephant with a hat!



Now it is time to choose a game to play.
The computer screen is full of small pictures.
Each one opens a different game.
There are so many to choose from!
They don't all fit on the screen.
Hanna can see parts of pictures at the bottom of the screen.



Hanna sees an arrow at the side of the screen.
She clicks on the arrow.
The contents of the screen slide off the screen.
And new pictures slide into view.
Hanna continues scrolling to the side until she sees all
the pictures.
She scrolls down to see even more.
Which game will she choose first?



Dad draws Hanna's attention to the top of the screen.

There are colored tabs there.

So far, Hanna has only scrolled through the games on the "Reading" tab.

She clicks on the "Math" tab and sees more game pictures.

Then, she clicks on the "Science" tab and sees even more.

Last, Hanna clicks on the "Building" tab.

She wants to choose a building game.



Some Types of Games

Hanna is using a computer at the library.

She looks at pictures for games on the screen.

She points the cursor to a game picture.

The game is called "Building a Farm."

She clicks the mouse and the game opens.

She is happy to see her avatar standing in the game!



Hanna builds a home for her avatar.
She puts windows and doors in it.
She chooses rugs and furniture.
Outside, she builds a fence and a barn.
She chooses trees and bushes.
She plants a garden.
She selects animals to live on her farm.



Hanna makes all her choices from menus in the game.
Each menu has pictures to choose from.
She drags her choices from the menus to the building space.
To drag an object, Hanna holds the mouse button down while she slides the mouse.
To drop the object in her building space, she releases the mouse button.



Next, Hanna wants to play a sorting game.
But she will want to keep building in this game later.
She wants to save what she has done so far.
She clicks on the SAVE button at the bottom of the game screen.
Then she clicks on the EXIT button.
She is back at the screen with the menu of all the games.



Hanna clicks on a new game picture.
It opens a game called "Sorting Veggies."
Her avatar appears in this game, too!
Hanna guides her avatar around the screen.
She uses the arrow keys on the keyboard to move.
She makes her avatar walk up and down on the screen.
She also makes her avatar walk to the left and right.



Hanna collects vegetables from the game garden.
She drags and drops the vegetables to sort them.
She puts carrots in one basket.
She puts beets in another basket.
She picks peas and green beans.
She drags each type of vegetable to its own bowl.



A timer keeps track for one minute.
At the end of the minute, the game is over.
Hanna gets points for the items she sorted.
Her score appears on the screen.
Hanna saves her score.
Maybe she can beat it the next time she plays.



Hanna can also see the scores of other players.
She can see their avatars.
It is like playing a game with friends.
But they are not in the same room.
The players can send each other messages.
Hanna clicks on the player with the best score.
Then she clicks on the “comment” button.
She types “Great job!” in the window.
Then she taps the “return” key.
A reply comes right back to her.
The player replies, “Thanks!”



Typing and Clicking

Hanna has been using a computer at the library.

She is done playing a sorting game now.

She closes the online game.

When she clicks “sign out,” a message pops up on the screen.

It says, “Wait. Please take a survey before you go.”



Hanna clicks the "YES" button.
She answers the questions that appear.



1. Will you play our games again?

☐ Definitely Not ☐ Probably Not ☐ Maybe ☐ Probably Will ☒ Definitely Will

2. Would you recommend our site to a friend?

☐ Definitely Not ☐ Probably Not ☐ Maybe ☐ Probably Will ☒ Definitely Will

3. What did you like most about a game you played today?

4. What could we do better on our site?

Hanna and Dad head home from the library.

Lesia is finished with her homework now.

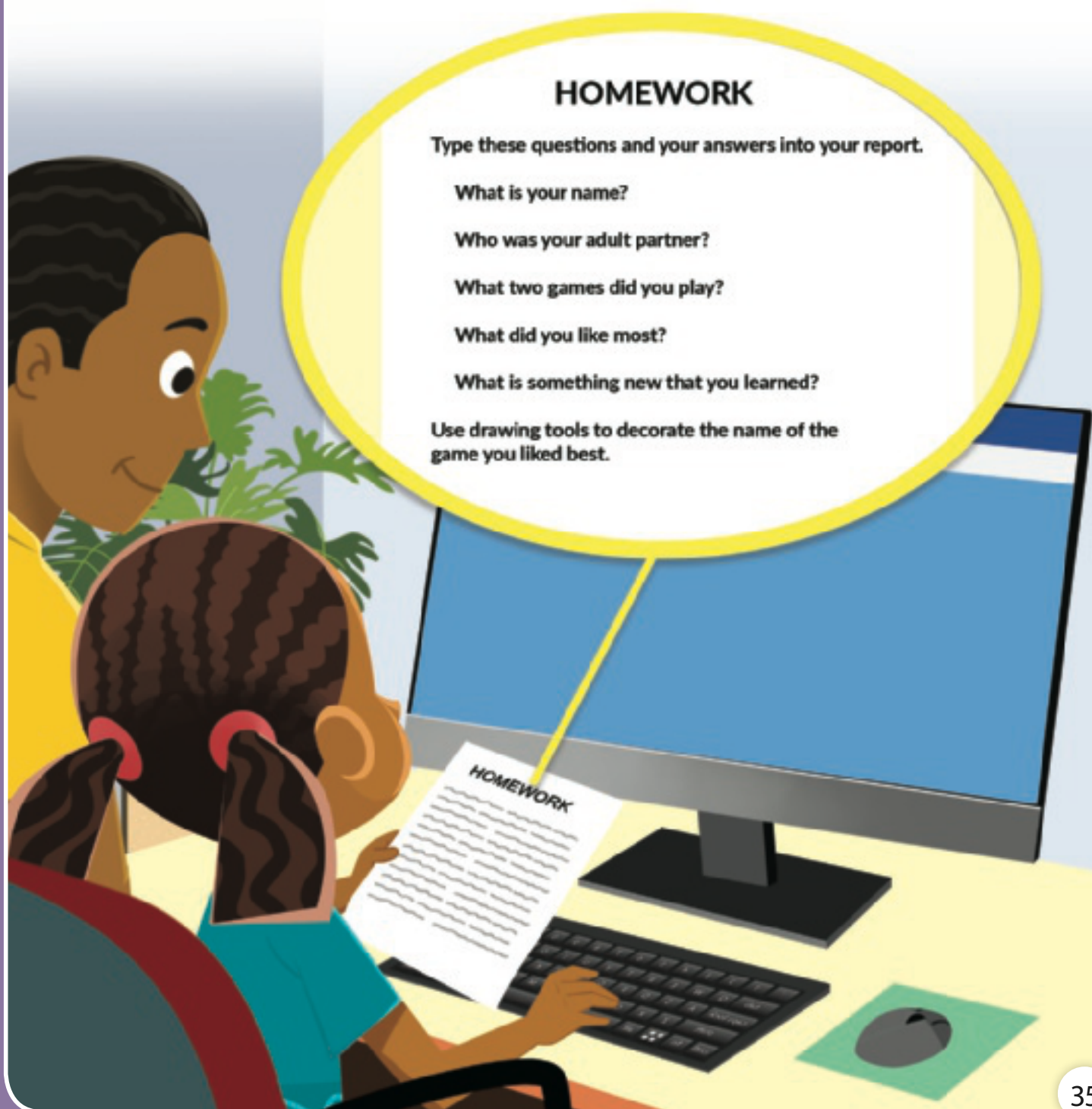
It's now Hanna's turn to use the family's computer at home.

Hanna needs to write a report about the games she played.



Hanna looks at the letter she brought from school.

It tells her what to put in her report.



Dad shows Hanna an icon on the computer.
It looks like a tiny piece of paper.
This is the program that Hanna will use for her report.
Hanna clicks on the icon.
It opens a blank page on the screen.



The cursor blinks at the top of the page.

Hanna begins to type.

Her father helps her.

First, she types the questions from the school letter.



Saving Work and Reopening It

Hanna is working on her school report.

She has typed questions into a document.

But it is dinner time.

She must stop working for a short time.

She has not typed her answers yet.

She must save her work and finish later.

Hanna clicks "SAVE."

A pop-up window appears on the screen.

She names her report file so she can find it later.



After dinner, Hanna returns to the computer.
She opens the folder where she put her report.
She finds the name of her report file.
Hanna double-clicks on the file name to open her report again.
It looks just like it did when she saved it.
Now Hanna can add her answers to the questions.



Hanna reads the first question again.

She spots a spelling mistake.

The last word says "nome" instead of "name."

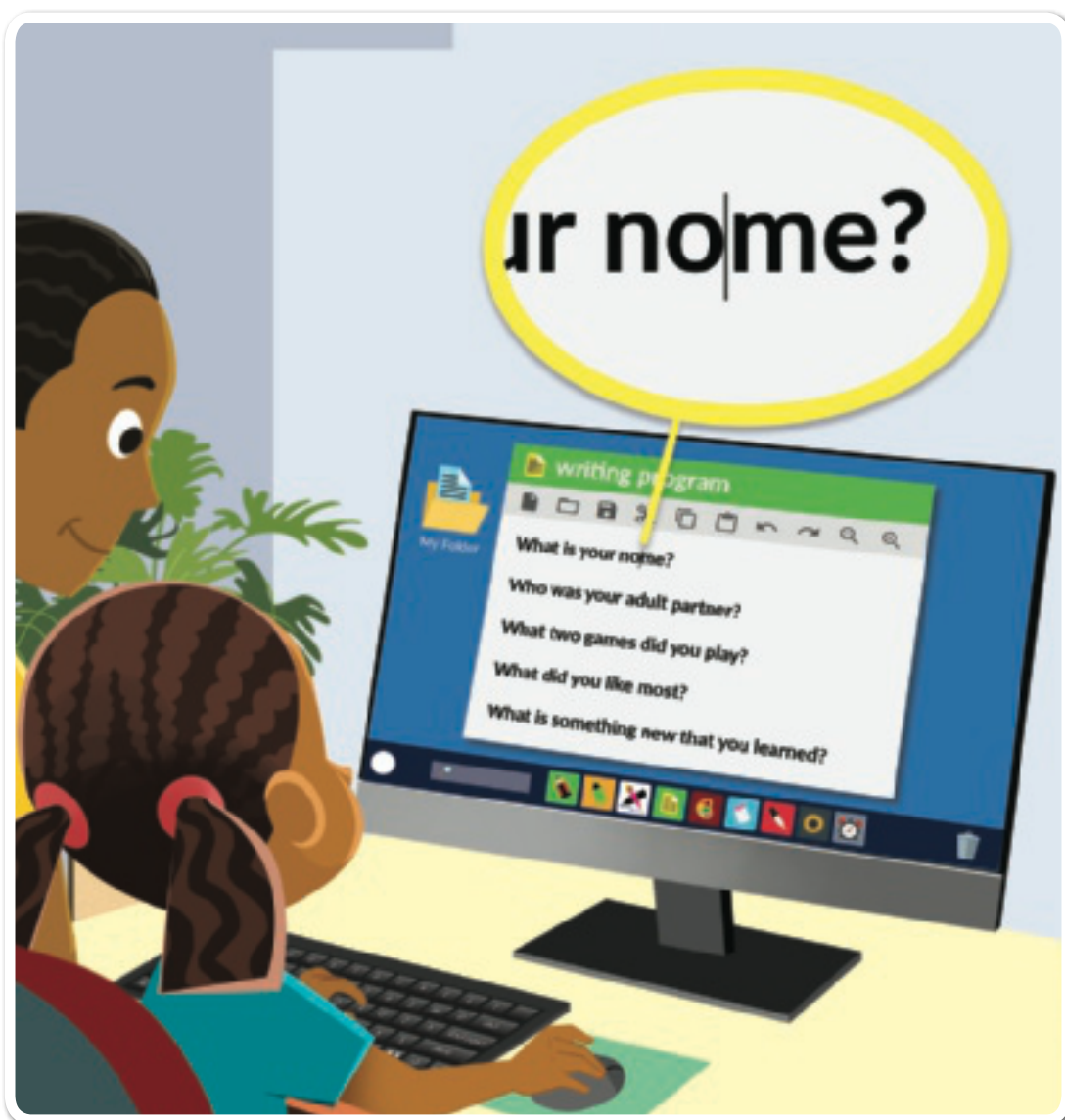
Hanna clicks to place the cursor after the letter "o."

She taps the backspace key.

It deletes the incorrect letter.

Then she types the correct letter "a."

That was easy to fix!



Hanna types her answers to the questions.
Her dad reminds her to save her work.
She is almost finished with her report.



Tools for Drawing and Printing

Hanna is almost done with her report for school.

She played online games.

Next she typed questions.

Then she typed answers to the questions.

Now Hanna needs to decorate the name of her favorite game.

Dad helps her find a menu of drawing tools in the writing program.

First, she chooses the pencil tool.

She uses the mouse to draw a line under "Building a Farm."

Then she chooses the oval tool.

She makes an oval around the name of the game.



Hanna wants her decorations to stand out.

She uses the color palette.

She selects the line.

She changes its color to red.

She selects the oval.

Hanna changes the color of the oval to purple.



Hanna saves her report again with all the changes she has made.

She has one more button to click before she closes her file. Hanna clicks “print.”

Now the printer puts Hanna’s report on paper.

It looks just like the report she made on the computer screen.

In the morning, Hanna will take her report to school.



It's not quite time for bed, though.

Hanna asks Dad, "Can I log back in and build more of my farm?"

"Let's save that for tomorrow," Dad says.

"We have probably had enough screen time for today."

Hanna and Lesia decide to play a board game instead.





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