COMPUTER AIDED INSTRUCTION IN MATHEMATICS

FOR KINDERGARTEN II

A Capstone Paper
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The Faculty of College of Computer Studies
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ABSTRACT

The Computer Aided Instruction for Kindergarten II pupils will help the Kindergarten Department of Central Philippine University in teaching pupils to become more effective and interactive. With the current method that teachers use to deliver the lesson to their class, the proponents have identified problem such as the teachers are having difficulty in preparing activities in line with the scheduled lesson as stated in the lesson guide or syllabus. The current visual aids used by the teachers are not sufficient to maintain the attention span of the pupils. And it is not cost efficient for kindergarten II teachers to frequently buy materials to replace visual aids that are already torn and/or outdated.

The purpose of the study is to provide a lesson guide module that allows teacher to create and develop lessons to be delivered in the class. A content manager that will incorporate multimedia presentation based on the chosen lesson for the day. A visual presentation that can be replaced from time to time by any available videos found on the computer's library. And a review questions for pupils that will allow teachers to check the attentiveness of the pupils after each lesson.

The Evolutionary Prototyping was used in developing the Computer Aided Instruction in Mathematics for Kindergarten II and to build a very robust prototype in a structured manner and constantly refine it. When developing a system using Evolutionary Prototyping, the system is continually refined and rebuilt. This technique allows the development team to add features, or make changes that couldn't be conceived during the requirements and design phase.