Technology

Meet the Teacher

My name is Mr. Hartman and I joined St. Peter's in the summer of 2015 as the new technology teacher. I have a BS degree in Computer Science from Penn State. I also hold various Microsoft certifications. Previously I worked in the charter school system in Washington, DC. I also worked for the Arch-Diocese of Washington, tasked with implementing a new student information system at over 60 elementary schools in the diocese. My career has focused on software development.

My goal is to help our students become more proficient with technology so they are better equipped to advance into high school. I believe in an atmosphere where students enjoy their time with me and learn about technology in a collaborative environment..

Core Curriculum

Technology is offered to all students PK thru 8th grade. While PK thru 2nd grade works on fundamentals such as using the mouse and keyboard, 3rd grade and up study topics including Microsoft Word , PowerPoint, Publisher and Excel. Beginning this school year, all middle school students will be equipped with Chromebooks. With the introduction of the Chromebooks, middle school students will also have lessons in Google G Suite products (Docs, Sheets, Slides and Drive). Students from 3rd grade and up will all have a St Peters email address. Elementary students will use their email to save their work to the 'cloud' while middle school students will use it for accessing their virtual classrooms and classroom e-books. All classes are hands-on in our computer lab. All students, PK-8, are also taught about internet safety and how, while the internet is a great learning resource, we all must be cautious and aware of the dangers on the world wide web.

Summer Camp

Computer Coding

July 16-20

9am-3PM

Computer Coding is fast becoming a must-have for students today. Give your child a head start by enrolling in our computer coding summer camp. This year's camp will feature Scratch—a free coding utility developed by MIT. Your child can use Scratch to code their own interactive stories, animations, and games. In the process, they learn to think creatively, reason systematically, and work collaboratively — essential skills for everyone in today's society.

Camp Structure

9am-12 noon

Students will progressively learn the Scratch programming language.

noon-1pm

Lunch. Students should bring lunch Mon-Thur. **Friday—lunch is provided**

1pm-3pm

Students apply what they've learned.