

A Computer in Every Classroom

Mission:

Governor Musgrove in his inaugural State of the State address set forth the challenge to place an Internet-accessible computer in every public classroom in Mississippi by the end of 2002.

Need:

As the world's economy moves toward technology, Mississippians must be prepared for the high-skilled employment. By placing a computer in every classroom, teachers are given another tool to enhance the learning environment for our children—Mississippi's future.

Educational Opportunities

The State Department of Education has already developed information and web sites to enhance the core curriculum offered in K-12 classrooms. Much of this can be accessed through the Mississippi Student Research Page (<http://www.mde.k12.ms.us/ms.htm>).

The educational opportunities of the Internet are not limited to our state department of education. Our students will be able to learn obtain information about current events, e-commerce, science projects, college course offerings, and so much more. The educational opportunities are limited only by the student's imagination. For example, NASA has developed websites to showcase some of the technology and resources available for the Classrooms of the Future (<http://cotf.edu/>).

Tourism Activities

The Majesty of Spain Exhibit will feature not only teacher packets to enhance field trips to the exhibit but also interactive web site to supplement learning activities in the classroom. (<http://www.majestyofspain.com/sgroups/sgroup1.htm>)

Resources accessible through MAGNOLIA

Protection and Filtering

The State Department of Education and local school districts use a filtering process to prohibit access to dangerous or sexually explicit sites. Learning should be fun and responsible.

Fundraising Efforts

As we kick-off the first year's activities for the placing more than 6,300 computers in the classroom, the excitement is high.