

Computer Skills

1st Grade

Benchmark Code – Subject: Computer Skills = CS

Strand 1= Operating the Computer
 Strand 2= Word Processing
 Strand 3= Keyboarding
 Strand 4= Graphics
 Strand 5= Spreadsheets
 Strand 6= Database
 Strand 7= Internet
 Strand 8= Multimedia
 Strand 9= Authoring Software

Standard 1= Understand basic technology operations and concepts
 Standard 2= Use technology responsibly and ethically
 Standard 3= Use technology to communicate effectively and creatively
 Standard 4= Use technology for thinking, learning, and producing real world situations
 Standard 5= Use technology for research, problem solving, and decision-making

Code: Subject.Grade.Strand#.Standard#. Benchmark#

Example: CS.3.1.4.3 – Computer Skills, Third Grade, Strand 1, Standard 4, Benchmark 3

Strand 1: Operating the Computer

Standard 1: The student understands basic technology operations and concepts.

Benchmark Code	Benchmark
CS.1.1.1.1	The student will use the power button.
CS.1.1.1.2	The student will identify monitor, keyboard, and mouse.
CS.1.1.1.3	The student will use mouse (click and double click).
CS.1.1.1.4	The student will be able to open and close programs.
CS.1.1.1.5	The student will be able to open and save documents.

Standard 2: The student uses technology responsible and ethically.

Benchmark Code	Benchmark
CS.1.1.2.1	The student will differentiate between their personal work and the work of others.
CS.1.1.2.2	The student will follow procedures to save and quit their work before they leave.
CS.1.1.2.3	The student will describe how technology affects own life.

Strand 2: Word Processing

Standard 1: The student understands basic technology operations and concepts.

Benchmark Code	Benchmark
CS.1.2.1.1	The student will be able to type words and sentences.
CS.1.2.1.2	The student will properly use the shift, space bar, and return/enter keys.
CS.1.2.1.3	The student will properly use punctuation marks.

Standard 4: The student uses technology for thinking, learning, and producing real world situations.	
Benchmark Code	Benchmark
CS.1.2.4.1	The student will type short sentences about a theme.
CS.1.2.4.2	The student will follow standard guidelines to personalize their work (date, name, grade and section).
CS.1.2.4.3	The student will create a card for major holidays.
Strand 3: Keyboarding	
Standard 1: The student understands basic technology operations and concepts.	
Benchmark Code	Benchmark
CS.1.3.1.1	The student will identify letters of alphabet on the keyboard.
CS.1.3.1.2	The student will identify right and left hand side of keyboard.
CS:1.3.1.3	The student will use the space bar, shift, and enter keys.
Standard 2: The student uses technology responsible and ethically.	
Benchmark Code	Benchmark
CS.1.3.2.1	The student will show correct posture for keyboarding when using the computer.
Strand 4: Graphics	
Standard 1: The student understands basic technology operations and concepts.	
Benchmark Code	Benchmark
CS.1.4.1.1	The student will recognize icons.
CS.1.4.1.2	The student will create free-form images.
CS.1.4.1.3	The student will create images using geometric shapes.
CS.1.4.1.4	The student will modify images using color, pen, and fill tools.
Standard 3: The student uses technology to communicate effectively and creatively.	
Benchmark Code	Benchmark
CS.1.4.3.1	The student will type and draw about a specific theme (school, home) to communicate ideas and reinforce sentence structuring.
Strand 8: Multimedia	
Standard 1: The student understands basic technology operations and concepts.	
Benchmark Code	Benchmark
CS.1.8.1.1	The student will be exposed to multimedia programs.
Standard 4: The student uses technology for thinking, learning, and producing real world situations.	
Benchmark Code	Benchmark
CS.1.8.4.1	The student will apply technology knowledge by using other devices (iPad, iMac, etc.).