

Computer Skills Nursery

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/Networking

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.N.1.4.3 – Computer Skills, Nursery, 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.N.1.1.1	The student will use the left click to select icons.
CS.N.1.1.2	The student will use the mouse to left click and drag.
CS.N.1.1.3	The student will identify the main components of the computer: the System Unit, screen, keyboard, and mouse.
CS.N.1.1.4	The student will tap, slide (use 1 finger), and swipe (use all fingers) on an iPad.

Standard 2: The student uses technology responsible and ethically.

Benchmark Code	Benchmark
CS.N.1.2.1	The student will keep the computer area free of food and drink.

Standard 3: The student uses technology to communicate effectively and creatively.

Benchmark Code	Benchmark
CS.N.1.3.1	The student will recognize that people use computers for work and play.

Strand 3: Keyboarding

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

Benchmark Code	Benchmark
CS.N.3.1.1	The student will locate numbers and letters on the keyboard.

Strand 8: Multimedia

Standard 4: The student uses technology for thinking, learning, and producing.

Benchmark Code	Benchmark
CS.N.8.4.1	The student will use software application with external assistance.
CS.N.8.4.2	The student will use technology to relate to classroom themes.