Computer Skills
2nd Grade

Benchmark Code – Subject: Computer Skills = CS

Strand 1= Operating the Computer	Standard 1= Understand basic technology operations
Strand 2= Word Processing	and concepts
Strand 3= Keyboarding	Standard 2= Use technology responsibly and ethically
Strand 4= Graphics	Standard 3= Use technology to communicate effectively
Strand 5= Spreadsheets	and creatively
Strand 6= Database	Standard 4= Use technology for thinking, learning, and
Strand 7= Internet	producing real world situations
Strand 8= Multimedia	Standard 5= Use technology for research, problem
Strand 9= Authoring Software	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.2.1.1.1	The student will identify and define computer components (monitor, mouse, keyboard, left click, scroll wheel, right click, System Unit, and external speakers).
CS.2.1.1.2	The student will identify and understand the definition of: Cursor, e-mail, icon, internet, modem, and scanner.
CS.2.1.1.3	The student will master the use of the mouse (drag, click, and double click).
CS.2.1.1.4	The student will open and close programs from the desktop.
CS.2.1.1.5	The students will open and save documents.
CS.2.1.1.6	The student will classify given examples in hardware and software.
CS.2.1.1.7	The student will follow procedures for using the computer.
CS.2.1.1.8	The student will apply the concept of special keys (power button, delete, enter, shift, caps lock, space bar, tab, and arrow keys).

Standard 2: The student uses technology responsible and ethically.

Benchmark Code	Benchmark
CS.2.1.2.1	The student will differentiate between their personal work and the work of others.
CS.2.1.2.2	The student will follow procedures to save and quit their work before they leave.
CS.2.1.2.3	The student will describe how technology affects own life.

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Strand 2: Word Processing

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

Benchmark Code	Benchmark
CS.2.2.1.1	The student will be able to type words and sentences.
CS.2.2.1.2	The student will correctly use the shift, space bar, enter, delete, caps lock, and arrow keys.
CS.2.2.1.3	The student will properly use punctuation marks (comma, semicolon, colon, period, apostrophe, and hyphen).
CS.2.2.1.4	The student will apply different font sizes in a text.

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

Benchmark Code	Benchmark
CS.2.2.4.1	The student will type short sentences about a theme.
CS.2.2.4.2	The student will follow standard guidelines to personalize their work (date, name, grade and section).
CS.2.2.4.3	The student will create a card for the holidays (Christmas, Mother's Day, Valentine's Day, etc.)

Strand 3: Keyboarding

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

Benchmark Code	Benchmark
CS.2.3.1.1	The student will identify and memorize home row keys (asdfghjkl).
CS.2.3.1.2	The student will correctly place left and right hands when typing.
CS.2.3.1.3	The student will master the use of special keys (space bar, enter, shift, caps lock, arrow, delete, and tab).

Standard 2: The student uses technology responsible and ethically.

Benchmark Code	Benchmark
CS.2.3.2.1	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.2.4.1.1	The student will recognize icons.
CS.2.4.1.2	The student will create free-form images.
CS.2.4.1.3	The student will create images using geometric shapes.
CS.2.4.1.4	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.2.4.3.1	The student will type short paragraphs and create drawings about a specific theme to communicate ideas and reinforce computer skills.

Strand 8: Multimedia	
Standard 1: The student understands basic technology operations and concepts.	
Benchmark Code	**Benchmark**
CS.2.8.1.1	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.2.8.4.1	The student will apply technology knowledge by using other devices (iPad, iMac, etc.).

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