Computer Skills
Grade: 6

Benchmark Code – Subject: Computer Skills = CS

Strand 1= Operating the Computer	Standard 1= The student understands basic technology operations and concepts.
Strand 2= Keyboarding	
Strand 3= Word Processing	Standard 2= The student uses technology responsibly and ethically.
Strand 4= Graphics	
Strand 5= Internet	Standard 3= The student uses technology to communicate effectively and creatively.
Strand 6= Multimedia	
Strand 7= Spreadsheets	Standard 4= The student uses technology for thinking, learning, and producing real-world situations.
Strand 8= Database	
Strand 9= Authoring Software	Standard 5= The student uses technology for research, problem solving, and decision-making.

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

Example: CS.6.1.3.3 – Computer Skills, Sixth Grade, Strand 1, Standard 3, Benchmark 1

Strand 1: OPERATING THE COMPUTER

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

Benchmark Code	Benchmark
CS.6.1.1.1	The student will describe the purpose of internal devices and computer components.
CS.6.1.1.2	The student will identify the main characteristics and changes of the six generations of computers.
CS.6.1.1.3	The student will define mid/advanced computer vocabulary (freeware, shareware, commercial programs, copyright laws, etc.)
CS.6.1.1.4	The students will design a new prototype as part of the computer generation sequence and its new features. (will put in consensus as activity)

Strand 2: KEYBOARDING

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

Benchmark Code	Benchmark
CS.6.2.1.1	The student will master the use of special commands for copying and pasting text, links and images, as well as combination keys and function keys.

Strand 3: WORD PROCESSING

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

Benchmark Code	Benchmark
CS.6.3.1.1	The student will properly use word processing applications to type reports of a variety of contents to complement academic concepts and reinforce computer vocabulary.

Strand 5: INTERNET

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

Benchmark Code	Benchmark
CS.6.5.1.1	The student will learn to create new folders documents, spreadsheets, and slides in Google Drive and Google Docs.

Standard 2: The student uses technology responsibly and ethically.

Benchmark Code	Benchmark
CS.6.5.2.1	The students will use an E-mail account and the variety of Google tools on a responsible and ethically way for school activities (Google drive, Classroom, documents calendar, chat, groups, etc.).

CS.6.5.2.2	The student will use Google Classroom to upload, download, and visualize educational content, including a variety of formats: text, images, audio, video, etc.
CS.6.5.2.3	The student will learn to assign permission to view, edit, and comment when sharing Google documents.

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

Benchmark Code	Benchmark
CS.6.5.3.1	The student will use Internet to participate on collaborative project tools and for taking test for academic support.
CS.6.5.3.2	The student will use Google Classroom as a virtual platform to communicate with the teacher and classmates in a safe and educational environment.

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

Benchmark Code	Benchmark
CS.6.5.4.1	The student will use Internet to complement information given in class throughout educational websites that make student be aware about his/her knowledge, learning, practicing and interacting with applications, activities, and assessments online.
CS.6.5.4.2	The student will work collaboratively in multiple projects by using Google Docs.

Standard 5: The student uses technology for research, problem solving, and decision-making.

Benchmark Code	Benchmark
CS.6.5.5.1	The student will use Internet to research a topic by identifying a problem or question to be researched or solved to complement a content specific assignment or project.
CS.6.5.5.2	The student will properly use Internet for researching information and images that complements and reinforces class work.
CS.6.5.5.3	The student will use interactive games and websites to solve problems and reinforce his/her knowledge of the topics.

Strand 6: MULTIMEDIA

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

Benchmark Code	Benchmark
CS.6.6.4.1	The student will develop, plan, and design a multimedia product, using data and images (e.g. graphs, charts, data base reports, etc.) to present content information in the most effective way, citing sources.
CS.6.6.4.2	The student will use audiovisual resources such as videos, graphics, music, and software to manage and share information that complement and reinforce concepts learned in class.

Strand 7: SPREADSHEETS

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

Benchmark Code	Benchmark
CS.6.7.1.1	The student will handle basic tools and commands to create spreadsheets.
CS.6.7.1.2	The student will create graphs and charts on a spreadsheet, including: formulas, simple math operations, averages, etc.
CS.6.7.1.3	The student will demonstrate spreadsheet skills by adding/editing/deleting: cells, rows, columns, merge cells, data values, etc.

CS.6.7.1.4	The student will sort data in ascending and descending order.
CS.6.7.1.5	The student will identify the concept and use of dynamic tables in Excel.

Standard 4: The student understands basic technology operations and concepts.	
Benchmark Code	Benchmark
CS.6.7.4.1	The student will use graphic software to create charts and different types of graphs (circular, bar, line, points, etc.)

Standard 5: The student uses technology for research, problem solving, and decision-making.	
Benchmark Code	Benchmark
CS.6.7.5.1	The student will apply charting software tools to record, analyze, and evaluate data that enable enlightened decision-making and problem-solving.

Strand 9: AUTHORING SOFTWARE

Standard 2= The students uses technology responsibly and ethically.	
Benchmark Code	Benchmark
CS.6.9.2.1	The student will describe the concepts of authoring software, licensing and copyrights; as well as the consequences (legal, social, monetary, etc.) of copying software.

Standard 5= The student uses technology for research, problem solving, and decision-making.	
Benchmark Code	Benchmark
CS.6.9.5.1	The student will understand the different types of programs that exist and the categories in which they are organized according to their functionality.
CS.6.9.5.2	The student will be able to describe each software category, exemplifying them and explaining their particular use.

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