Computer Skills
Preschool

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/Networking	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.P.1.4.3 – Computer Skills, Preschool, 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.P.1.1.1	The student will master the use of the left click to select icons.
CS.P.1.1.2	The student will master the use of the mouse to left click and drag.
CS.P.1.1.3	The student will name and recognize the main components of the computer: the System Unit, screen, keyboard, mouse, and headphones.
CS.P.1.1.4	The student will master the use of the scroll wheel.
CS.P.1.1.5	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.P.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.P.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.P.3.1.1	The student will locate numbers and letters on the keyboard.
CS.P.3.1.2	The student will locate and recognize the letters of his/her name on the keyboard.

Strand 8: Multimedia

Standard 4: The student uses technology for thinking, learning, and producing.	
Benchmark Code	Benchmark
CS.P.8.4.1	The student will properly open and quit educational software from Launcher.
CS.P.8.4.2	The student will use technology to relate to classroom themes.
CS.P.8.4.3	The student will use software applications with external assistance.