

2nd Grade

Networks & Internet:
Networks link computers and devices locally and around the world allowing people to access and communicate information. **2.NI**

- 1 Explain that connecting computing devices allows information sharing. 2.NI.1**

Hardware & Software:
Devices, hardware, and software work together as a system to accomplish tasks. **2.HS**

- 1 Identify the components and basic functions of a computer system. 2.HS.1**
- 2 Independently use a computing device to perform a variety of tasks. 2.HS.2**
- 3 Recognize users have different technology needs and preferences. 2.HS.3**

Troubleshooting:
Strategies for solving technology system problems. **2.T**

- 1 Understand technology systems might not work as expected and independently use appropriate terminology to describe a problem. 2.T.1**

Problem Solving & Algorithms: Strategies for understanding and solving problems. **2.PSA**

- 1 Use problem solving steps: understanding the task, considering various strategies, isolate and debug. 2.PSA.1**
- 2 Break a task into smaller steps to identify patterns or solve the problem. 2.PSA.2**
- 3 Define algorithms. 2.PSA.3**

Data Creation & Analysis: Data can be collected, used, and presented with computing devices or digital tools. **2.DCA**

- 1 With guidance, construct and interpret data and present it in a chart or graph in order to make a prediction with or without a computing device. 2.DCA.1**

Development & Design:
Design processes to create new, useful, and imaginative solutions to problems. **2.DD**

- 1 Independently or collaboratively create programs to accomplish tasks that include sequencing or looping. 2.DD.1**

Access: Effective search strategies can locate information for intellectual or creative pursuits. 2.A

1 Continued growth. 2.A.1

Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose. 2.E

1 With guidance, determine whether the purpose of content is to inform or to influence actions. 2.E.1

Create: It is important to both consume and produce information to be digitally literate. 2.C

1 Independently or collaboratively, create a digital product. 2.C.1

Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property. 2.IP

1 Understand that students own their creative works. 2.IP.1

2 Continued growth 2.IP.2

Impacts of Computing: Past, present, and possible future impact of technology on society. 2.IC

1 Identify how technologies are used in the workforce. 2.IC.1

Social Interactions: Technology facilitates collaboration with others. 2.SI

1 With guidance, use technology to communicate with others outside of the classroom. 2.SI.1

Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology. 2.SE

1 Explain how to use technology in safe and correct ways. (CYSEC) 2.SE.1

2 Identify strategies for protecting authentication methods. (CYSEC) 2.SE.2

3 Recognize the risks of interacting online with others. (CYSEC) 2.SE.3

Responsible: Use Respect and dignity in virtual communities. 2.RU

1 Explain positive and negative behaviors when using electronic communication. (CYSEC) 2.RU.1

2 Know and identify how to report concerns regarding online content and behaviors. (CYSEC) 2.RU.2

3 Develop a code of conduct, explain, and practice appropriate behavior and responsibilities while participating in an online community. 2.RU.3

4 Comply with Acceptable Use Policies. 2.RU.4

**Digital Identity:
Responsibilities and
opportunities of living,
learning, and working in
an interconnected
digital world. 2.DI**

1 Define digital identity. 2.DI.1