



SECOND GRADE TECHNOLOGY / COMPUTER SCIENCE

TECHNOLOGY

Creation

- Students will explore digital tools and use technology to create original works.

Consumption

- Students will explore and show responsible use of technology.

Keyboarding

- Students will demonstrate pre-keyboarding skills.

COMPUTER SCIENCE

Computing Systems

- Describe basic hardware and software problems using accurate terminology.

Network and Internet

- Explain why we use strong passwords to protect information.
- Give attribution when using the ideas and creations of others while developing programs.

Data

- Modify, present, store, and delete stored data using a computing device.

Algorithms

- Debug errors in an algorithm or program.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.

