Alabama Digital Literacy and Computer Science

# Grade 2

## Computational Thinker

### Abstraction

1 Create and sort information into useful order using digital tools. Examples: Sort data spreadsheets A-Z, simple filters, and tables. 2.1

### Algorithms

2 Create an algorithm for other learners to follow. Examples: Unplugged coding activities, illustrate sequence of a process such as baking a cake. 2.2

### Programming and Development

3 Construct elements of a simple computer program using basic commands. Examples: Digital block-based programming, basic robotics. 2.3

4 Identify bugs in basic programming. Examples: Problem-solving, trial and error. 2.4

## Citizen of a Digital Culture

### Legal and Ethical Behavior

5 Cite media and/or owners of digital content at an age-appropriate level. Example: Basic website citation. 2.5

6 Demonstrate appropriate behaviors for communicating in a digital environment. Example: netiquette. 2.6

### Digital Identity

7 List positive and negative impacts of digital communication. Example: Anything posted or communicated electronically may be easily reproduced and could remain a positive or negative part of your digital identity/footprint. 2.7

### Impact of Computing

8 Interpret ways in which computing devices have influenced people's lives. Example: Discuss tasks completed daily in which some type of device is used to make the tasks easier (calculator, microwave to quickly heat food, mobile phone for instant communication). 2.8

## Global Collaborator

### Communication

9 Use a variety of digital tools to connect with other learners. Examples: Online conferences, blogs, collaborative documents. 2.9

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| | **Digital Tools** | |
| | 10 | Identify multiple tools which could be used to complete a task. 2.10 |
| | 11 | Type 10 words per minute with 95% accuracy using appropriate keyboarding techniques. 2.11 |
| | **Collaborative Research** | |
| | 12 | Conduct basic keyword searches to gather information. 2.12 |
| | 13 | Create a research-based product using online digital tools. 2.13 |
| **Computing Analyst** | **Data** | |
| | 14 | Collect, create, and organize data in a digital chart or graph. 2.14 |
| | 15 | Explain how users control the ways digital devices save information in an organized manner. Examples: Folders, cloud-based, pictures, chronologically, naming files. 2.15 |
| | **Systems** | |
| | 16 | Compare the different operating systems used on digital devices. 2.16 |
| | 17 | Explain the purposes of visible input and output components of digital devices. Examples: Purpose of keyboard, mouse, ports, printers, etc. 2.17 |
| **Innovative Designer** | **Design Thinking** | |
| | 18 | Investigate the design process and use digital tools to illustrate potential solutions to a problem, given guidance and support. Examples: Create a presentation, drawing or graphic, audio tool, or video. 2.18 |