

2nd Grade

Navigating the Digital World ¹

1 Digital Communication - Using devices to stay connected with people. ^{1.1}

- 1 Identify common online interactions and their impacts on others (e.g., testing, watching YouTube, gaming, shared Google project). ^{1.1.1}
 - 2 Identify cyberbullying behaviors and how to get assistance. ^{1.1.2}
 - 3 Explain what it means to have a digital footprint and that online actions can have long-term consequences. ^{1.1.3}
 - 4 Understand basic rules for participating in online communication (e.g., not shouting in ALL CAPS). ^{1.1.4}
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2 Digital Privacy & Security - Keeping you safe while exploring and learning online. ^{1.2}

- 1 Describe strong passwords and strategies for keeping passwords private. ^{1.2.1}
 - 2 Describe the consequences of sharing private information online. ^{1.2.2}
 - 3 Identify the concept of clickbait. ^{1.2.3}
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3 Responsible Use of Technology - Developing good habits to use throughout their digital lives. ^{1.3}

- 1 Describe strategies for balancing screen time including alternate activities (what are smart choices). ^{1.3.1}
 - 2 Acknowledge sources and owners of digital media. ^{1.3.2}
 - 3 Understand that not everything online is true. ^{1.3.3}
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Programming Fundamentals ²

1 Computational Thinking - Breaking down big, complex problems into smaller, manageable parts. ^{2.1}

- 1 Predict patterns in sequences using given rules. ^{2.1.1}
- 2 Follow a set of instructions (e.g., start-to-finish task, guided drawing, replicate a dance) to solve a problem. ^{2.1.2}
- 3 Decompose a problem into a sequence of smaller tasks (e.g., planning a short trip, following a map). ^{2.1.3}
- 4 Recognize when needed information is missing to solve a problem. ^{2.1.4}

2 Designing Algorithms- Creating sets of instructions for solving problems. 2.2

- 1 Follow simple algorithms using visual aids (e.g., diagrams, simple flowcharts). 2.2.1
- 2 Use debugging strategies (e.g., tracing steps, asking questions) to find and correct errors in a given sequence. 2.2.2

3 Develop Programming Skills - Learning to create simple instructions for computers to express ideas. 2.3

- 1 Identify that a program is a series of code (in blocks or text) that performs a specific task. 2.3.1
- 2 Use output and events in block-based programming. 2.3.2

Making Decisions with Data 3

1 Data Collection - Gathering and organizing information to understand the importance of data in everyday life. 3.1

- 1 Identify various types of data(e.g., numerical, textual, graphical). 3.1.1
- 2 Use various tools and methods (e.g., observation, surveys, experiments) for data collection. 3.1.2
- 3 Understand that data should be accurate and representative. 3.1.3

2 Data Analysis - Understanding how data can be used to answer questions and make decisions in daily life. 3.2

- 1 Draw inferences from identified patterns in data. 3.2.1
- 2 Describe the difference between qualitative (attribute) and quantitative (numerical) data. 3.2.2
- 3 Compare and contrast different sets of data. 3.2.3

3 Data Representation - Presenting data in various ways that make the information easier to understand and analyze. 3.3

- 1 Communicate data insights using charts, graphs, or simple explanations. 3.3.1
- 2 Describe how and why data is used to inform or persuade. 3.3.2

Computing Essentials 4

1 Computer Components- Focusing on the basic functions of each part of the computer. 4.1

- 1 Identify common devices as input, output, or both (e.g., keyboard as input; speaker as output; touchscreen as both). 4.1.1
- 2 Demonstrate proper physical computer maintenance including handling, cleaning, and organizing. 4.1.2
- 3 Understand that software provides instructions for the hardware to perform tasks. 4.1.3
- 4 Identify basic troubleshooting strategies (e.g. turn it off and turn it back on, refresh the page). 4.1.4

2 Digital Literacy- Using a variety of digital tools to create, communicate, collaborate, and apply learning across subjects. 4.2

- 1 Create digital content using word processing software while using basic formatting (e.g., inserting images, changing font color/size, bold, italics, bullets, page layout). 4.2.1
- 2 Proofread and edit digital content using built-in resources (e.g., spell check, grammar check) to correct errors. 4.2.2
- 3 Access and manage digital files and folders (e.g., open, save, locate, move). 4.2.3
- 4 Practice typing with proper posture, correct hand placement, and the ability to locate and type letters, numbers, and symbols. 4.2.4

3 Connected Devices - Understanding how computers communicate and share information. 4.3

- 1 Identify wireless access points as a common network device. 4.3.1
- 2 Understand that the Internet is used to widely connect people to information and communicate with others. 4.3.2
- 3 Perform simple device restarts to troubleshoot network issues. 4.3.3