Grade	Strand	Standard	Software	Introduced

Grade Two

1.0 Information Technology Basics

	1.1	Demonstrate basic skills in word processing such as aligning text, highlighting and deleting, bulleting and numbering.	Word	Lab
	1.2	Demonstrate basic operating system skills such as point-and-click navigation on desktop items and using the start menu.	Windows OS	Lab
	1.3	Identify all of the keys on the keyboard in preparation for learning keyboarding skills.	TypeToLearn	Lab

2.0 Application and Integration of Technology

	2.1	Use developmentally appropriate multmedia resources (e.g., interactive books, educational software, elementary multimedia encylcopedias, etc.) to support learning.	Various	Classroom
	2.2	Create personal letters or short stories using appropriate formating on a word processor.	Word	Lab
	2.3	Browse the Web at teacher-selected sites/bookmarks to reinforce classroom assignments.	Internet Explorer	Lab/Classroom

3.0 Use of Creativity Tools

	3.1	Use multimedia tools to create more sophisticated, original computer art.	KidPix	Lab
	3.2	Demonstrate the basic use of hypermedia (multimedia with links) to create a classroom project.	HyperStudio	Lab
	3.3	Create a graphic organizer for writing	Kidspiration	

4.0 Information Technology in Life and Society

	4.1	Understand and follow the K-4 Internet Use Guidelines.	Navigator	Lab/Classroom
	4.2	Communicate about technology using developmentally appropriate and accurate terminology.	Various	Classroom
	4.3	Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	Various	Classroom
	4.4	Practice responsible use of technology systems and software.	None	Lab