

Computer Skills Kindergarten

Benchmark Code – Subject: Computer Skills = CS

Strand 1= Operating the Computer
 Strand 2= Word Processing
 Strand 3= Keyboarding
 Strand 4= Graphics
 Strand 5= Spreadsheets
 Strand 6= Database
 Strand 7= Internet/Networking
 Strand 8= Multimedia
 Strand 9= Authoring Software

Standard 1= Understand basic technology operations and concepts
 Standard 2= Use technology responsibly and ethically
 Standard 3= Use technology to communicate effectively and creatively
 Standard 4= Use technology for thinking, learning, and producing real world situations
 Standard 5= Use technology for research, problem solving, and decision-making

Code: Subject.Grade.Strand#.Standard#. Benchmark#

Example: CS.K.1.4.3 – Computer Skills, Kindergarten, Strand 1, Standard 4, Benchmark 3

Strand 1: Operating the Computer

Standard 1: The student understands basic technology operations and concepts.

Benchmark Code	Benchmark
CS.K.1.1.1	The student will use the mouse the left click to select and drag icons.
CS.K.1.1.2	The student will name and recognize the main components of the computer: the System Unit, screen, keyboard, mouse, and headphones.
CS.K.1.1.3	The student will understand what is clicking, double clicking, and dragging when using the mouse.
CS.K.1.1.4	The student will tap, slide (use 1 finger), swipe (use all fingers) on an iPad.

Standard 2: The student uses technology responsible and ethically.

Benchmark Code	Benchmark
CS.K.1.2.1	The student will quit software before he/she leaves.
CS.K.1.2.2	The student will respect his/her work and classmates work.
CS.K.1.2.3	The student will cooperate with others while using technology.
CS.K.1.2.4	The student will care for and safely operate equipment.

Strand 2: Word Processing

Standard 1: The student understands basic technology operations and concepts.

Benchmark Code	Benchmark
CS.K.2.1.1	The student will use the enter key, space bar, shift key, and caps lock key.
CS.K.2.1.2	The student will type his/her full name with upper and lower case.
CS.K.2.1.3	The student will copy short sentences on a word processor page.
CS.K.2.1.4	The student will use line, square, oval, and curve tools to draw pictures.

CS.K.2.1.5	The student will use paint brush, paint can, and eraser to color and edit pictures.
Strand 3: Keyboarding	
Standard 1: The student understands basic technology operations and concepts.	
Benchmark Code	Benchmark
CS.K.3.1.1	The student will identify letters of alphabet.
CS.K.3.1.2	The student will use space bar and enter keys.
CS.K.3.1.3	The student will use left hand to type letters: a, s, d, f, and g.
CS.K.3.1.4	The student will show correct posture for keyboarding when using the computer.
Strand 8: Multimedia	
Standard 4: The student uses technology for thinking, learning, and producing.	
Benchmark Code	Benchmark
CS.K.8.4.1	The student will use software application with assistance.
CS.K.8.4.2	The student will properly open and close educational software from Launcher.
CS.K.8.4.3	The student will use technology to relate to classroom themes.