Diocese of Greensburg Curriculum
Technology Grade 2

Unit	Standards	Content	Skills
Digital Citizenship/Web Accounts	**PA: Business, Computer & Information Technology (2012)** **PA: Grades PreK - 2** **15.3 Communication** **15.3 Communication** 15.3.2.T: With prompting and support, answer questions related to digital citizenship. Reference Business, Computer and Information Technologies 15.4.2.B **PA: Early Childhood: K-2 (2016)** **PA: Grade 2** **Scientific Thinking and Technology** 15.4 Computer and Information Technology **B. Digital Citizenship** **15.4 2.B Demonstrate responsible use of technology and equipment**. **ISTE: Educational Technology (2016)** **ISTE: All Grades** **1. Empowered Learner** Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students: c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. Copyright © 2015 Commonwealth of Pennsylvania. All Rights Reserved	• Understanding of how to safely navigate the internet.	The students will be able to: • Develop an awareness of internet safety. • Demonstrate respectful behaviors relating to digital information, including cyber bullying, privacy, web access, passwords and communication with parents and teachers.

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Basic Computing Skills and Keyboarding	**PA: Business, Computer & Information Technology (2012)** **PA: Grades PreK - 2** **15.4 Computer and Information Technologies** **15.4 Computer and Information Technologies** 15.4.2.B: Demonstrate responsible use of technology and equipment. 15.4.2.C: With prompting and support, identify peripheral devices of computer system including input and output devices. 15.4.2.D: Demonstrate the correct use of simple input technologies (e.g., mouse, touch screen, microphone, etc.). **ISTE: Educational Technology (2016)** **All Grades** **1. Empowered Learner** **Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. Copyright © 2015 Commonwealth of Pennsylvania. All Rights Reserved	• Parts of the computer: mouse, monitor, screen, keyboard. • Apply and identify concepts of computer usage to use the machine in a proper way. • Demonstrate Input/output devices. • Identify computer desktop icons/applications. • Keyboard letters. • Keyboard functions.	The students will be able to: • Identify, name, and use parts of a computer. • Successfully use the mouse, keyboard, monitor, tower. • Demonstrate the ability to log on/log off (shut down) on a device. • Demonstrate the ability to print. • Locate letters on the keyboard accurately. • Increase their speed at finding letters. • Identify and describe keyboard functions.

Unit	Standards	Content	Skills
Word Processing	**CCSS: ELA & Literacy in History/Social Studies, Science, & Technical Subjects K-5** **CCSS: Grade 1** **Capacities of the Literate Individual Students Who are College and Career Ready in Reading, Writing, Speaking, Listening, & Language** **They use technology and digital media strategically and capably.** **Writing** **6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.** W.1.6. With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers. **CCSS: Grade 3** **Writing** **6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others**. W.3.6. With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others. **PA: Business, Computer & Information Technology (2012)** **PA: Grades PreK - 2** **15.4 Computer and Information Technologies** **15.4 Computer and Information Technologies** 15.4.2.B: Demonstrate responsible use of technology and equipment. 15.4.2.C: With prompting and support, identify peripheral devices of computer system including input and output devices.	• Know a word processing program. • State the purpose for using word processing. • Know and understand the commands. • Understand how to use a word processing program.	The students will be able to: • Enter a text into document. • Change font size. • Open a word processing program. • Change font color. • Delete word or text.

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	ISTE: Educational Technology (2016) **ISTE: All Grades** **6. Creative Communicator** **Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.** **Students:** a. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. b. create original works or responsibly repurpose or remix digital resources into new creations. © Copyright 2010. National Governors Association Center for Best Practices and Council of Chief State School Officers. All rights reserved.		
Research	**PA: Business, Computer & Information Technology (2012)** **PA: Grades PreK - 2** **15.4 Computer and Information Technologies** **15.4 Computer and Information Technologies** 15.4.2.G: With help and support, select and use various software/applications for an intended purpose. 15.4.2.L: With help and support, use web browser to locate content-specific websites. **ISTE: Educational Technology (2016)** **All Grades** **3. Knowledge Constructor** **Students critically curate a variety of resources using digital tools to construct knowledge, produce creative**	• Address bar • Search engine • Search results • Left/right/up/down arrows • online pictures	The students will be able to: • Enter website address into address bar. • Identify and use child friendly search engines. • Insert on-line pictures into a project.

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	artifacts and make meaningful learning experiences for themselves and others. Students: a. plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. 		
Coding	**ISTE: Educational Technology (2016)** **All Grades** **1. Empowered Learner** **Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. **3. Knowledge Constructor** **Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others. Students:** d. build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions. **5. Computational Thinker** **Students develop and employ strategies for understanding and solving problems in ways that leverage**	• Code blocks • Repeat • Loops • Functions	The students will be able to: • Use code blocks to reach a desired outcome. • Utilize problem solving skills (trial and error, debugging, etc.) to complete coding activities.

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	the power of technological methods to develop and test solutions. Students: a. formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.		
Spreadsheets	**ISTE: Educational Technology (2016)** **All Grades** **1. Empowered Learner** **Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. **5. Computational Thinker** **Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:**	• Identify Excel Spreadsheet • Observe others insert data into spreadsheet • Collect data for spreadsheet • Understand spreadsheet data	The students will be able to: • Understand what a spreadsheet is and how it is used. • Locate where to create a spreadsheet.

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	b. collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.		
Digital Designs	**PA: Business, Computer & Information Technology (2012)** **PA: Grades PreK - 2** **15.4 Computer and Information Technologies** **15.4 Computer and Information Technologies** 15.4.2.G: With help and support, select and use various software/applications for an intended purpose. 15.4.2.K: With help and support, identify similarities and differences between text, graphics, audio, animation, and video. **ISTE: Educational Technology (2016)** **All Grades** **1. Empowered Learner** **Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. **6. Creative Communicator**	• Digital Design programs • iPads • Computers • Laptops	The students will be able to: • Identify, access, and open digital design programs Select and use tools o various paint tools o pencil o eraser o fill o shape o text o new paper o resize/rotate o copy and paste o cut and crop • Change graphic color • Fill graphic with color • Change background color • Create a graphic and describe it • Identify and use universal symbols • Utilize a variety of multimedia resources for learning activities

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	Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. Students: b. create original works or responsibly repurpose or remix digital resources into new creations. Copyright © 2015 Commonwealth of Pennsylvania. All Rights Reserved		