

GRADE TWO  
Information & Technology Literacy Benchmarks

CONTENT STANDARD: A. MEDIA AND TECHNOLOGY Students will select and use media and technology to access, organize, create, and communicate information for solving problems and constructing new knowledge, products, and systems.		SDR Content Benchmark	ITL Learning Activity	Resources & Suggestions
The student will:				
<b>A.2.1: Use common media and technology terminology and equipment.</b>				
A.2.1a <b>NETS 6</b>	Identify and define basic computer terminology (e.g., software, hardware, cursor, startup/shutdown, storage medium, file, memory,) <b>Central processing unit, disk drive &amp; CD Rom Drive, touchpad, virus</b>	LA.2.E.1		<ul style="list-style-type: none"> <li>Booker's Room <a href="http://www.growing.coursee.com/level_2/index.html">http://www.growing.coursee.com/level_2/index.html</a></li> </ul>
A.2.1b <b>NETS 6</b>	Identify and explain the functions of the components of a computer system (e.g., monitor, central processing unit, storage devices, keyboard, mouse, printer) <b>CPU, Computer disk, CD's, touchpad</b>	LA.2.E.1		
A.2.1c <b>NETS 6</b>	Demonstrate proper care and correct use of media and equipment <b>Startup/shutdown procedure, checkout procedure</b>	LA.2.E.1	Activity 1-36	
A.2.1d <b>NETS 6</b>	Demonstrate the correct use of input devices (e.g. mouse, keyboard) and the output devices (monitor, printer, speakers) <b>Headphones, Speakers, Volume Icon</b>	LA.2.E.1		
A.2.1e <b>NETS 6</b>	Develop touch keyboarding techniques using both hands <b>Home Keys, backspace / delete, ESC</b>	LA.2.E.1		<ul style="list-style-type: none"> <li>Keyboarding (Kid Keys)</li> </ul>
A.2.1f <b>NETS 6</b>	Save and backup files on a computer hard drive, storage medium, or server <b>Save and open files on network login</b>	LA.2.E.1		
A.2.1g <b>NETS 6</b>	Demonstrate the use of still and video cameras and scanners. <b>Digital Camera</b>	LA.2.E.1 S.2.C.6 M.2.C.3		<ul style="list-style-type: none"> <li>Pictures of Concepts</li> </ul>
A.2.1h	Solve problems using the basic four arithmetic functions of a calculator when appropriate <b>Equal (Repeat), Decimal Key, Multiplication</b>			
A.2.1i <b>NETS 6</b>	Use a prepared spreadsheet template to enter and edit data, and to produce and interpret a simple graph or chart			<ul style="list-style-type: none"> <li>Excel Templates</li> </ul>
<b>A.2.2: Identify and use common media formats.</b>				
A.2.2a	Identify the variety of <b>current media formats</b> (e.g., video programs, magazines, computer software, audio cassettes, <b>CD-ROM and DVD, newspapers</b> , books, <b>the Internet</b> )	LA.2.E.1 S.2.B.1	<ul style="list-style-type: none"> <li>Activity 2</li> </ul>	<ul style="list-style-type: none"> <li>LMC</li> <li>Classroom</li> <li><a href="#">Learn 360</a></li> </ul>

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A.2.2b	Recognize the common organizational characteristics of print media (e.g., title page, table of contents, copyright statement, index) <b>Table of contents, copyright statement, index &amp; glossary</b>		Activities 1-36	<ul style="list-style-type: none"> <li>LMC</li> <li>Classroom</li> </ul>
A.2.2c <b>NETS 6</b>	Differentiate among the common types of computer software (e.g., drawing programs, utilities, word processing, and simulations.) <b>Spreadsheet, Desktop Publishing (Publisher),</b>	LA.2.3.1		<ul style="list-style-type: none"> <li>Excel</li> <li>Publisher</li> <li></li> </ul>
A.2.2e <b>NETS 3,6</b>	Access information using common electronic reference sources (e.g., indexes, almanacs, on-line catalogs, encyclopedias) <b>Visual OPAC (Destiny), Dictionary</b>		Activities 8-36	<ul style="list-style-type: none"> <li><a href="#">OPAC / Destiny</a></li> <li><a href="#">Enchanted Learning</a></li> <li>Amazing Dictionary</li> </ul>
A.2.2f <b>NETS 5,6</b>	Describe the purpose and use of a virus detection program			<ul style="list-style-type: none"> <li>NetSmartzKids:</li> <li><a href="#">UYN: Don't Open that File Video (Video &amp; Activity Card)</a></li> </ul>
A.2.2g <b>NETS 6</b>	Demonstrate how to open and run a software program from a local storage device or network server. <b>Kidspiration, Networked software, My First Amazing...</b>	S.2.C.6		<ul style="list-style-type: none"> <li></li> </ul>
A.2.2h <b>NETS 6</b>	Create, save, move, copy, retrieve, and delete electronic files <b>(Create, save, open)</b>	LA.2.B.1 LA.2.B.2		<ul style="list-style-type: none"> <li></li> </ul>
A.2.2i <b>NETS 1, 2. 6</b>	Incorporate graphics, pictures, and sound into another document. <b>Clip Art</b>	LA.2.A.4 LA.2.B.1 LA.2.B.2 S.2.C.6 M.2.C.1		<ul style="list-style-type: none"> <li>Letters, Greeting Cards, Signs, Shape Posters (Publisher)</li> <li>Assessment</li> </ul>
<b>A.2.3: Use computer and productivity software to organize and create information.</b>				
A.2.3a <b>NETS 6</b>	Identify and define basic word processing terminology (cursor, open, save, file, I-beam, window, document, cut, copy, paste) <b>Open, Save, Delete, document, insert, clip art</b>			<ul style="list-style-type: none"> <li>MS Word / Open Office</li> </ul>
A.2.3b <b>NETS1, 2, 6</b>	Produce a document using a word processing program.	LA.2.B.1		<ul style="list-style-type: none"> <li>MS Word / Open Office (Assessment)</li> </ul>
A.2.3c <b>NETS 6</b>	Edit a word-processed document using a spell checker	LA.2.B.1 LA.2.B.5		<ul style="list-style-type: none"> <li>MS Word / Open Office</li> <li>(Assessment)</li> </ul>
A.2.3d <b>NETS 6</b>	Demonstrate the text editing features of a word processing program (boldface, italics, underline, double spacing, different size and style fonts) to produce a finished product <b>Spacing, Font, Size, Underline</b>	LA.2.B.1		<ul style="list-style-type: none"> <li>MS Word / Open Office</li> </ul>

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A.2.3e <b>NETS 6</b>	Explore special formatting features (e.g., borders, shading, centering, justification) of a word processing program. <b>Centering</b>			
A.2.3h <b>NETS 6</b>	Identify a spreadsheet and explain basic spreadsheet terms (column, row, active cell)	M.2.E.1		<ul style="list-style-type: none"> <li>Excel Templates Assessment</li> </ul>
A.2.3i <b>NETS 3, 4, 6</b>	Use a prepared spreadsheet template to enter and edit data, and to produce and interpret a simple graph or chart	M.2.E.1 M.2.E.2		<ul style="list-style-type: none"> <li>Book Logs</li> <li>Spelling Words (Sort)</li> <li>Excel Templates (M&amp;M)</li> </ul>
<b>A.2.4 Use a computer and communications software to access and transmit information</b>				
A.2.4b <b>NETS 2,5, 6</b>	Generate, send, retrieve, save, and organize electronic messages <b>Collaborative email</b>	LA.2.B.1		<ul style="list-style-type: none"> <li>Experts, Thank You emails, other 2nd graders</li> <li><a href="#">CyberSmart: My Cyberspace Neighborhood</a></li> </ul>
A.2.4c <b>NETS 6</b>	Log on and view information from pre-selected sites on the Internet	LA.2.F.1		<ul style="list-style-type: none"> <li>2nd Grade Resources</li> <li>Scott Foresman F U1 A4</li> </ul>
A.2.4d <b>NETS 6</b>	Use the functions of a web browser to navigate and save World Wide Web sites <b>Back/Forward, Scroll Bar, Bookmarks/Favorites</b>			<ul style="list-style-type: none"> <li></li> </ul>
A.2.4e <b>NETS 3, 6</b>	Identify and use simple search engines and directories <b>Kids' Click, Yahoo!igans</b>	LA.2.F.1		<ul style="list-style-type: none"> <li>Kid Search Engines</li> <li></li> </ul>
<b>A.2.5: Use media and technology to create and present information.</b>				
A.2.5a <b>NETS 1, 6</b>	Use draw, paint, or graphics software to create simple signs, posters, banners, charts, visuals, etc.	LA.2.A.4 S.2.G.1 SS.2.B.2		<ul style="list-style-type: none"> <li>Timeliner</li> <li>Publisher</li> </ul>
A.2.5b <b>NETS 1, 6</b>	Plan a multimedia production using an outline or storyboard			<ul style="list-style-type: none"> <li>Timeliner</li> </ul>
<b>A.2.6 Evaluate the use of media and technology in a production or presentation.</b>				
A.2.6a <b>NETS 6</b>	Identify the media and technology used <b>Projector, SmartBoard</b>			

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CONTENT STANDARD: B. INFORMATION AND INQUIRY Students will access, evaluate, and apply information efficiently and effectively from a variety of sources in print, non-print, and electronic formats to meet personal and academic needs.		SDR Content Benchmark	ITL Learning Activity	Resources & Suggestions
<b>The student will:</b>				
<b>B.2.1: Define the need for information</b>				
B.2.1a <b>NETS 3, 4</b>	Identify the information problem or question to be resolved	S.2.A.1 S.2.A.2 S.2.A.3		<ul style="list-style-type: none"> <li>• Super 3</li> <li>• KWL</li> </ul>
B.2.1b <b>NETS 3, 4</b>	Determine what is already known about the information problem or question	S.2.A.1 S.2.A.2 S.2.A.3		<ul style="list-style-type: none"> <li>• Super 3</li> <li>• KWL</li> </ul>
B.2.1c <b>NETS 3, 4</b>	Formulate initial questions to define what additional information is needed	S.2.A.1 S.2.A.2 S.2.A.3 S.2.C.1 S.2.C.2		<ul style="list-style-type: none"> <li>• Super 3</li> <li>• KWL</li> </ul>
<b>B.2.2: Develop information-seeking strategies.</b>				
B.2.2a <b>NETS 3, 4</b>	Identify possible sources of information including print, non-print, electronic, and human resources <b>Internet Resources, Non-Fiction Text, Maps, Chart &amp; Graphs</b>	LA.2.A.5 (b) LA.2.F.1 SS.2.A.1 S.2.B.1 S.2.C.3		<ul style="list-style-type: none"> <li>• <a href="#">CyberSmart: The Library (K1)</a></li> <li>• <a href="#">CyberSmart: Find the Ad(K1)</a></li> </ul>
B.2.2b	Evaluate possible sources based on currency, genre, and relevance to topic <b>Fiction and Non- Fiction</b>	S.2.C.3		<ul style="list-style-type: none"> <li>• Super 3</li> </ul>
B.2.2c <b>NETS 3, 4</b>	Select more than one resource when appropriate <b>Print / Electronic</b>	LA.2.F.1 S.2.B.1		<ul style="list-style-type: none"> <li>• Super 3</li> </ul>
B.2.2d	Identify keywords and phrases for each information source <b>Keywords (Synonyms)</b>	L.A.2.D.1		<ul style="list-style-type: none"> <li>• Scott Foresman U1, A</li> <li>• CyberSmart: Keywords</li> </ul>
B.2.2e <b>NETS 1, 3, 4</b>	Recognize different ways to organize ideas, concepts, and phrases <b>Graphic Organizers</b>	LA.2.F.1 LA.2.A.5		<ul style="list-style-type: none"> <li>• Kidspiration</li> <li>• Timeliner</li> </ul>
<b>B.2.3: Locate and access information sources.</b>				
B.2.3a	Recognize that materials in the school library media center are organized in a systematic manner			<ul style="list-style-type: none"> <li>• <a href="#">BrainPop: Library</a></li> </ul>

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	<b>Dewey Decimal Classification System ( General placement of numbers)</b>			
B.2.3b	Locate materials using the classification system of the school library media center <b>Alpha to 2<sup>nd</sup> letter, Non-Fiction</b>		Activity 7	<ul style="list-style-type: none"> <li>• <a href="#">BrainPop: Library</a></li> </ul>
B.2.3c <b>NETS 3, 6</b>	Identify and use printed or electronic catalogs to access materials in the school library media center		Activity 7-12, 16, 17	<ul style="list-style-type: none"> <li>• Destiny</li> <li>• <a href="#">BrainPop: Library</a></li> </ul>
B.2.3d <b>NETS 3, 6</b>	Search for information by keyword, author, title, and topic or subject <b>Subject browsing through visual OPAC</b> <b>Shelf browse by author or series</b>		Activity 5	<ul style="list-style-type: none"> <li>• Destiny</li> </ul>
B.2.3e <b>NETS 3, 6</b>	Use an encyclopedia, dictionary, almanac, and atlas in print or electronic formats <b>Picture Dictionary, 1<sup>st</sup> Amazing Dictionary (CD) Atlas</b>	LA.2.B.4 (d) LA.2.F.1 SS.2.A.1 S.2.B.1		<ul style="list-style-type: none"> <li>• Grolier Kids Atlas</li> </ul>
B.2.3f	Use the index or table of contents of a book, magazine, or reference set to locate specific information <b>Table of Content, Index, glossary</b>		Activity 2	
B.2.3g <b>NETS 5, 6</b>	Locate information from preselected Internet sites and web pages	S.2.B.1		<ul style="list-style-type: none"> <li>• NetSmartzKids:"Clicky's Web World" - <b>The Webville Outlaws</b> (Installed)</li> <li>• <a href="#">CyberSmart: A-B-C Good Searching</a></li> </ul>
<b>B.2.4: Evaluate and select information from a variety of print, non-print, and electronic formats.</b>				
B.2.4a	Preview selected resources using table of contents, index, and other simple scanning strategies <b>Table of Content, Index</b>	LA.2.A.5 ( c)	Activity 2	
B.2.4b	Differentiate between fiction and non-fiction resources	LA.2.F.1 (f)	Activity 3, 7, 11, 17	
B.2.4c	Distinguish between fact and opinion	LA.2.C.1 (n)	Activity 2 , 17	

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B.2.4d <b>NETS 3</b>	Determine timeliness and validity of information sources			<ul style="list-style-type: none"> <li>• Copyright</li> </ul>
B.2.4e <b>NETS 2 ,3</b>	Recognize that graphics and images can be used to convey a message <b>Charts, Graphs, Atlas, Maps</b>	LA.2.A.4 LA.2.A.5 SS.2.A.1 M.2.E.2	Activities 1-36	<ul style="list-style-type: none"> <li>• Grolier Kids Atlas</li> </ul>
B.2.4g <b>NETS 3, 6</b>	Choose resources appropriate to their interests, abilities, and information need <b>Browse by reading level and need for information.</b>	LA.2.F.1	Activities 1-36	
<b>B.2.5: Record and organize information</b>				
B.2.5a	Take notes or record information in their own words	LA.2.B.1 S.2.A.2 LA.2.F.1 (h)		<ul style="list-style-type: none"> <li>• Kidspiration</li> </ul>
B.2.5f <b>NETS 5</b>	List basic bibliographic sources for information used <b>Title &amp; Author, Website</b>			<ul style="list-style-type: none"> <li>• Posters</li> </ul>
<b>B.2.6: Interpret and use information to solve a problem or answer a question</b>				
B.2.6a <b>NETS 3, 4</b>	Identify new information and integrate it with prior knowledge	S.2.A.2		<ul style="list-style-type: none"> <li>• KWL</li> </ul>
B.2.6b <b>NETS 3, 4</b>	Determine if information is relevant to the information question	S.2.A.3		
<b>B.2.7 Communicate the results of research and inquiry in an appropriate format</b>				
B.2.7c <b>NETS 2</b>	Recognize the three common types of communication or presentation modes (written, oral, visual)	LA.2.C.1		
B.2.7e <b>NETS 1, 2, 3, 4</b>	Develop a product or presentation to communicate the results of the research	LA.2.F.1 (j)		
<b>B.2.8 Evaluate the information product and process</b>				
B.2.8a <b>NETS 1, 4</b>	Review the criteria to be used in judging both the product (or presentation) and the process <b>Teacher created rubric</b>			<ul style="list-style-type: none"> <li>• <a href="#">Intel Assessing Projects</a></li> <li>• <a href="#">RubiStar</a></li> </ul>
B.2.8b <b>NETS 1, 4</b>	Determine how well the product or presentation meets the original information need based on the criteria <b>Discussion of the rubric</b>			<ul style="list-style-type: none"> <li>• <a href="#">Intel Assessing Projects</a></li> <li>• <a href="#">RubiStar</a></li> </ul>

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CONTENT STANDARD: C. INDEPENDENT LEARNING Students will apply information and technology skills to issues of personal and academic interest by actively and independently seeking information; demonstrating critical and discriminating reading, listening, and viewing habits; and striving for personal excellence in learning and career pursuits.		SDR Content Benchmark	ITL Learning Activity	Resources & Suggestions
The student will:				
<b>C.2.1 Pursue information related to various dimensions of personal well-being and academic success</b>				
C.2.1a	Identify topics of interest and seek relevant information about them	LA.2.F.1	Activity 1-36	
C.2.1b	Recognize that information can be used to make decisions or satisfy personal interest <b>Free Reading</b>			
C.2.1c <b>NETS 3</b>	Recognize that accurate information is basic to sound decisions			
<b>C.2.2: Appreciate and derive meaning from literature and other creative expressions of information.</b>				
C.2.2a	Choose fiction and other literature of personal interest	LA.2.F.1 (b)	Activities 1-36	
C.2.2b	Recognize that award winning books reflect literary and artistic excellence (Caldecott, Newberry, King,) <b>Children's Choice Awards</b>			
C.2.2c	Relate literature and other creative expressions of information to personal experiences	LA		
<b>C.2.3: Develop competence and selectivity in reading, listening, and viewing.</b>				
C.2.3a	Choose materials at appropriate developmental levels <b>Independently</b>	LA.2.F.1 (e)	Activities 1-36	
C.2.3b	Identify materials that reflect diverse perspectives <b>Ethnic, folktales</b>	SS.2.C1 SS.2.E.1	Activity 11, 16	<ul style="list-style-type: none"> <li>Folk tales</li> </ul>
C.2.3c	Differentiate among written, oral, and visual forms of literature <b>Reader's Theatre, Basal, Videos, Books on Tape</b>			<ul style="list-style-type: none"> <li>Reading Rainbow (<a href="#">Learn 360</a>)</li> </ul>
C.2.3d <b>NETS 1, 2</b>	Recognize that media can be constructed to convey specific messages, viewpoints, and values	LA.2.E.1 (d)		<ul style="list-style-type: none"> <li>Posters</li> <li>Advertisement</li> </ul>
<b>C.2.4 Demonstrate self-motivation and increasing responsibility for their learning.</b>				
C.2.4a	Contribute to group or classroom decisions about learning objectives <b>Contribute to teacher led group or classroom discussion</b>			
C.2.4b	Identify topics suitable for independent learning or in-depth exploration			

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C.2.4e	Assess progress and quality of work <b>Checklists</b>			
CONTENT STANDARD: D. THE LEARNING COMMUNITY Students will demonstrate the ability to work collaboratively in teams or groups, use information and technology in a responsible manner, respect intellectual property rights, and recognize the importance of intellectual freedom and access to information in a democratic society.		SDR Content Benchmark	ITL Learning Activity	Resources & Suggestions
<b>The student will:</b>				
<b>D.2.1 Participate productively in workgroups or other collaborative learning environments</b>				
D.2.1a	Share information and ideas with others		Activities 1-36	<ul style="list-style-type: none"> <li>• Bookshares</li> <li>• <a href="#">CyberSmart: What's the Big Idea?</a></li> </ul>
D.2.1.b	Respect the ideas of others	SS.2.A.2	Activities 1-36	<ul style="list-style-type: none"> <li>• NetSmartzKids: Tell People No - <a href="#">Know the Rules</a> (Video &amp; Activity Card)</li> <li>• <a href="#">CyberSmart: What's the Big Idea?</a></li> </ul>
<b>D.2.2: Use information, media, and technology in a responsible manner.</b>				
D.2.2a	Return all borrowed materials on time		Activities 1-36	
D.2.2b <b>NETS 5, 6</b>	Identify the school's rules on student use of the internet and other resources	SS.2.C.1 SS.2.A.3		
D.2.2c <b>NETS 5, 6</b>	Demonstrate use of the internet and other on-line sources consistent with the school's acceptable use policy	SS.2.C.1		<ul style="list-style-type: none"> <li>• NetSmartzKids: "Clicky's Web World" - <b>The Webville Outlaws</b> (Installed)</li> </ul>
D.2.2d	Employ proper etiquette in all forms of communication <b>Friendly Letter</b>	LA.2.B.1 LA.2.B.2	Activities 1-36	<ul style="list-style-type: none"> <li>• NetSmartzKids <a href="#">UYN: The BoyWho Loved IM</a> (Video &amp; Activity Card)</li> <li>• NetSmartzKids: Tell a Trusted Adult <a href="#">Know the Rules</a> (Video &amp; Activity Card)</li> <li>• NetSmartzKids: <a href="#">UYN: The NetSmartz Chat Abbreviation</a> (Video &amp; Activity Card)</li> </ul>

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D.2.2e <b>NETS 5</b>	Recognize that altering or destroying another person's program or file constitutes unacceptable behavior			
D.2.2f	Differentiate between copying and summarizing			
<b>D.2.3: Respect intellectual property rights.</b>				
D.2.3a <b>NETS 5</b>	Explain the concept of intellectual property rights			Copyright symbol
D.2.3b <b>NETS 5</b>	Describe how copyright protects the right of an author or producer to control the distribution, performance, display, or copying of original works			Explain what an original work is ©
D.2.3c <b>NETS 5</b>	Recognize that the copying of commercial or licensed media is a violation of the copyright law <b><i>Copying text and claiming it as your own.</i></b>			
D.2.3h <b>NETS 5</b>	Recognize that reports or articles they write must be put in their own words			
<b>D.2.4 Recognize the importance of intellectual freedom and access to information in a democratic society</b>				
D.2.4d	Acknowledge the right of classmates to express opinions different from their own	SS.2.C.1	Activities 1-36	