

Grade 2

Computational Thinker

Abstraction

- 1 Create and sort information into useful order using digital tools. Examples: Sort data spreadsheets A-Z, simple filters, and tables. [2.1](#)

Algorithms

- 2 Create an algorithm for other learners to follow. Examples: Unplugged coding activities, illustrate sequence of a process such as baking a cake. [2.2](#)

Programming and Development

- 3 Construct elements of a simple computer program using basic commands. Examples: Digital block-based programming, basic robotics. [2.3](#)
- 4 Identify bugs in basic programming. Examples: Problem-solving, trial and error. [2.4](#)

Citizen of a Digital Culture

Legal and Ethical Behavior

- 5 Cite media and/or owners of digital content at an age-appropriate level. Example: Basic website citation. [2.5](#)
- 6 Demonstrate appropriate behaviors for communicating in a digital environment. Example: netiquette. [2.6](#)

Digital Identity

- 7 List positive and negative impacts of digital communication. Example: Anything posted or communicated electronically may be easily reproduced and could remain a positive or negative part of your digital identity/footprint. [2.7](#)

Impact of Computing

- 8 Interpret ways in which computing devices have influenced people's lives. Example: Discuss tasks completed daily in which some type of device is used to make the tasks easier (calculator, microwave to quickly heat food, mobile phone for instant communication). [2.8](#)

Global Collaborator

Communication

- 9 Use a variety of digital tools to connect with other learners. Examples: Online conferences, blogs, collaborative documents. [2.9](#)

Digital Tools

- 10 Identify multiple tools which could be used to complete a task. [2.10](#)

- 11 Type 10 words per minute with 95% accuracy using appropriate keyboarding techniques. 2.11
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Collaborative Research

- 12 Conduct basic keyword searches to gather information. 2.12
- 13 Create a research-based product using online digital tools. 2.13
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Computing Analyst

Data

- 14 Collect, create, and organize data in a digital chart or graph. 2.14
- 15 Explain how users control the ways digital devices save information in an organized manner. Examples: Folders, cloud-based, pictures, chronologically, naming files. 2.15
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Systems

- 16 Compare the different operating systems used on digital devices. 2.16
- 17 Explain the purposes of visible input and output components of digital devices. Examples: Purpose of keyboard, mouse, ports, printers, etc. 2.17
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Innovative Designer

Design Thinking

- 18 Investigate the design process and use digital tools to illustrate potential solutions to a problem, given guidance and support. Examples: Create a presentation, drawing or graphic, audio tool, or video. 2.18