Standard: CS.D.01   Grade: 2

Standard CS.D.01

Compare and discuss preferences for **applications/software** with the same **primary functionality**.

Essential Skills

Compare features of similar **applications**.

Justify the choice of an **application** for a given purpose.

Essential Questions

How can you decide which **computing device** and/or **application** is best for your purpose?

What are advantages and disadvantages of using different applications to accomplish a task?

Explanation

Students will select the appropriate **computing device** to complete a task and understand what **application** to use to accomplish their objective. They will be able to explain what device and application they would use to video chat with a friend, to play a specific game, or create a story. By second grade they will be able to compare and discuss preferences for different computing devices and **software** with similar capabilities. Students could compare different video conferencing software or drawing programs and/or how the same application performs on different devices.

Think of this as similar to….

When you want to learn how to do play a game you have never played before, you may watch a video about it, ask a friend, or read the directions.

Implementation Examples—What would this look like in the classroom?

Title	Description	Link	Content Connection & Notes
Which Software?	**Grade 1**--Students choose a drawing app to create a self-portrait (or other drawing task). **Grade 2**--Students use two or more drawing apps to determine which software they prefer. They should explain why they prefer one app over another, and/or the advantages and disadvantages of each.	[Which Software?](#)	
Plants and Animals Reporter	**Grade 2**--Students use computing devices to report on the diversity of plants and animals in different habitats. Students could create a video, presentation, drawing with labels, a photo story, etc. Students explain their choice of device(s) and/or application(s).		This lesson aligns with **NGSS.2.LS4-1**

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These annotations are a collaboration between Maryland Center for Computing Education and the Maryland State Department of Education.