

Industry Specific Topic	Sub-Topic	Content	Examples of Learning Objective	Reference
<b>User Interface</b>				
	<b>UI Navigation/Interaction</b>			
		Application menu	Access various tools to create, open, and publish a file.	<a href="#">Application Overviews</a>
		Ribbon > Panels > Tabs	Identify and state the purpose of the main interface elements.	<a href="#">Application Overviews</a>
		Context (right-click menus)		<a href="#">Application Overviews</a>
		Menus		<a href="#">Application Overviews</a>
		Quick Access toolbar	Demonstrate the use of the tools on the Quick Access Toolbar.	<a href="#">Application Overviews</a>
		Workspace	Define and set the workspace	<a href="#">Application Overviews</a>
		InfoCenter	Describe the functions of InfoCenter	<a href="#">Application Overviews</a>
		Open a drawing	Use the Application menu or Quick Access toolbar to open an existing file	<a href="#">Application Overviews</a>
		Layouts	Describe the two primary spaces in AutoCAD.	<a href="#">Application Overviews</a>
		Navigating in the application window	Use the Zoom and Pan commands to view different areas of the drawing.	<a href="#">Create and Edit 2D Objects - Zoom and Pan</a>
<b>Creating Drawings</b>				
	<b>Coordinate Entry</b>			
		Coordinate systems	Describe the two coordinate systems.	<a href="#">Understand the UCS</a>
		Coordinate entry	Use dynamic input, direct distance, and shortcut menus.	<a href="#">Overview of Coordinate Entry</a>

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<b>Creating Drawings</b>				
	<b>Draw Tools and Settings</b>			
		Draw tools: Line	Use the Line, Circle, Arc, Erase, Rectangle, and Polygon commands to create and erase geometry in the drawing.	<a href="#">Create and Edit 2D Objects - Line</a>
		Draw tools: Circle		<a href="#">Draw Circles</a>
		Draw tools: Arc		<a href="#">Draw Arcs</a>
		Draw tools: Erase		<a href="#">Erase Objects</a>
		Draw tools: Rectangle		<a href="#">Draw Rectangles and Polygons</a>
		Draw tools: Polygon		<a href="#">Draw Rectangles and Polygons</a>
		Object snaps	Use object snaps to accurately place and create objects in the drawing.	<a href="#">Create and Edit 2D Objects - Object Snaps</a>
		Polar Tracking and PolarSnap	Activate and use the Polar Tracking and PolarSnap modes to more accurately create geometry at different angles in the drawing.	<a href="#">Use Polar Tracking and Polar Snap</a>
		Object Snap tracking	Explain, enable, and use object snap tracking to position geometry in the drawing.	<a href="#">Object Snap Tracking</a>
		Drawing Units	Describe the process of setting Length and Angle units	<a href="#">Drawing Units Dialog Box</a>
		Drafting Settings	Describe the Snap and Grid, Polar Tracking, and Object Snap settings.	<a href="#">Drawing Settings Dialog Box</a>
<b>Manipulating Objects</b>				
	<b>Grips</b>			
		Grip editing	Use Grip modes to stretch, move, scale, rotate, or mirror an object.	<a href="#">Grips</a>

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<b>Manipulating Objects</b>				
	<b>Object Selection</b>			
		Select objects individually	Use single clicks to add and remove objects from a selection set.	<a href="#">Create and Edit 2D Objects - Select and remove objects</a>
		Window selection	Use a window to select only objects that are entirely enclosed by the rectangular area.	<a href="#">Create and Edit 2D Objects - Window Selection</a>
		Crossing selection	Use a window to select objects that the rectangular window encloses or crosses.	<a href="#">Create and Edit 2D Objects - Crossing Selection</a>
	<b>Move Objects</b>			
		Object Snaps, Object Tracking, and Coordinate Entry	Use coordinates, grid snap, object snaps, and other tools to move objects with precision.	<a href="#">Move Objects</a>
<b>Drawing Organization and Inquiry Commands</b>				
	<b>Layers</b>			
		Layer Properties Manager	Use layers to organize objects in your drawing.	<a href="#">Create and Edit 2D Objects - Layers</a>
	<b>Object Properties</b>			
		Quick Properties palette	Use the Quick Properties palette to display and change the most commonly used properties.	<a href="#">Display and Change the Properties of Objects</a>
		Properties palette	Use the Properties palette to display and change the properties of the selected object or set of objects.	<a href="#">Display and Change the Properties of Objects</a>
		Match Properties	Use the Match Properties command to apply the properties from a source object to destination objects.	<a href="#">Copy Properties Between Objects</a>

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<b>Drawing Organization and Inquiry Commands</b>				
	<b>Linetypes</b>			
		linetype	Use linetypes to distinguish objects in the drawing.	<a href="#">Overview of Linetypes</a>
	<b>Inquiry</b>			
		inquiry	Use the Inquiry commands (Distance, Radius, Angle, Area, List, and ID) to obtain geometric information from the drawing objects	<a href="#">Extract Geometric Information from Objects</a>
<b>Altering Objects</b>				
	<b>Modify Tools</b>			
		Trim and Extend	Change the length of objects using the Trim and Extend commands.	<a href="#">Trim or Extend Objects</a>
		Offset	Create parallel and offset geometry in your drawing by using the Offset command.	<a href="#">Offset</a>
		Join	Use the Join command to combine multiple objects into a single object.	<a href="#">Join</a>
		Break	Break objects into two or more independent objects.	<a href="#">Break</a>
		Fillet	Apply a radius corner to two objects in the drawing.	<a href="#">Create Fillets</a>
		Chamfer	Apply an angled corner to two objects in the drawing.	<a href="#">Create Chamfers</a>
		Stretch	Use the Stretch command to alter the shape of objects in the drawing.	<a href="#">Stretch</a>
<b>Working with Layouts</b>				
	<b>Layouts and Viewports</b>			
		Plotting environments	Identify the environments in which you can plot data and create a new layout.	<a href="#">Plot a Drawing layout</a>
		Viewports	Create and manipulate viewports.	<a href="#">Plot a Drawing layout</a>

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<b>Annotating the Drawing</b>				
	<b>Adding Text to a Drawing</b>			
		Multiline text	Use the Mtext command to create multiline text.	<a href="#">Annotation</a>
		Single line text	Create single line text.	<a href="#">Annotation</a>
		Edit text	Use different methods to edit text.	<a href="#">Annotation</a>
		Text styles	Create text styles to manage text.	<a href="#">Annotation</a>
<b>Dimensioning</b>				
	<b>Adding Dimensions to a Drawing</b>			
		Dimensions: Linear, Angular, Aligned, Radius, Diameter, and Center Mark.	Create dimensions using different options.	<a href="#">Annotation</a>
		Dimension Style	Use dimension styles to manage dimensions.	<a href="#">Annotation</a>
		Leaders	Create and edit multileader styles and multileaders.	<a href="#">Create and Modify Leaders</a>
		Edit dimensions	Use different commands and methods to edit dimensions.	<a href="#">Modify Dimension Geometry</a>
<b>Hatching Objects</b>				
	<b>Hatching Objects</b>			
		Hatch	Add a hatch pattern to a defined boundary.	<a href="#">Hatch</a>
	<b>Fills and Gradients</b>			
		Hatch	Add a fill pattern or gradient to a defined boundary.	<a href="#">Hatch</a>
	<b>Edit Hatch Patterns and Fills</b>			
		Hatchedit	Modify an existing hatch or fill.	<a href="#">HatchEdit</a>

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<b>Working with Reusable Content</b>				
	<b>Blocks</b>			
	Block		Define and name a block.	<a href="#">Create Blocks within a Drawing</a>
	Insert		Specify the name and position of a block or drawing to insert in a drawing.	<a href="#">Insert</a>
	<b>DesignCenter</b>			
	adcenter		Use DesignCenter to reuse the data in a drawing.	<a href="#">Add Content with Design Center</a>
	<b>Tool Palettes</b>			
	toolpalettes		Access tool palettes and use their tools.	<a href="#">Toolpalettes</a>
<b>Creating Additional Drawing Objects</b>				
	<b>Shapes</b>			
	Polyline		Create and edit polylines with the Polyline command.	<a href="#">Pline</a>
	Spline		Create smooth curves with the Spline command.	<a href="#">Spline</a>
	Ellipse		Create ellipses and elliptical arcs with the Ellipse command.	<a href="#">Draw Ellipses</a>
<b>Plotting Your Drawing</b>				
	<b>Output</b>			
	Page setups		Create and activate page setups.	<a href="#">Plot/Publish</a>
	Plot		Plot design geometry from model space or from a layout.	<a href="#">Plot/Publish</a>