

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

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

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

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

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

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