Maryland Computer Science

Grade 1

Computing Systems CS

D. Devices D

1 Select and operate the appropriate application/software to perform a variety of tasks or obtain a desired outcome. 1.CS.D.01

HS. Hardware & Software HS

1 Identify by name and locate common computing devices and external hardware in a variety of environments, using appropriate technical terminology (e.g., mobile devices, desktop computer, laptop computer, mouse, keyboard, wearables). 1.CS.HS.01

T. Troubleshooting T

1 Recognize the possibility computing systems might not work as expected and identify basic hardware and software problems using appropriate technical terminology (e.g., monitor turned off, volume decreased on headphones). K.CS.T.01

Networks and the Internet NI

NCO. Network Communication & Organization NCO

1 Recognize that computing devices can be connected through physical or wireless pathways. 1.NI.NCO.01

C. Cybersecurity C

1 Recognize what passwords are, why they are used, and why they are not shared. 1.NI.C.01

Data Analysis DA

S. Storage S

1 Identify, access, modify, and save an existing file with a computing device. 1.DA.S.01

CVT. Collection, Visualization & Transformation CVT

1 With guidance, collect and organize data. Present data effectively in two different ways 1.DA.CVT.01

IM. Inference & Models IM

1 With guidance, identify, interpret, and analyze data from a chart or graphical display (visualization) in order to make a prediction, with or without a computing device 1.DA.IM.01

Algorithms and Programming AP

A. Algorithms A

1 Model daily processes and follow basic algorithms (step-by-step lists of instructions) to complete tasks verbally, kinesthetically, via a programming language, or using a device. 1.AP.A.01

V. Variables V

1 With guidance, model the way programs store and manipulate gradelevel data by using numbers or other symbols to represent information (e.g., encode or decode words using numbers, pictographs or symbols to letters, words, or direction) 1.AP.V.01

C. Control C

1 With guidance, create programs by using creative expression or problem solving, to accomplish tasks that include sequencing and repetition. Programming languages, robot devices, or unplugged activity can serve as the means 1.AP.C.01

M. Modularity M

Not addressed at this level

AP. Program Development AP

1 Create a grade-level appropriate document to illustrate thoughts, ideas, or stories in a sequential manner (e.g., storyboard, story map, sequential graphic organizer). 1.AP.PD.01

2 Give attribution to ideas, solutions, and creations of others, verbally, or written, while writing or developing algorithms and programs. 1.AP.PD.02

3 Identify and correct errors (debug) in programs which include sequencing and repetition to accomplish a task, through a variety of techniques and strategies that could include an unplugged activity (e.g., changing order or sequence, following steps, trial and error). 1.AP.PD.03

4 Use correct terminology (e.g., beginning, middle, end, etc.) and explain choices made during the development of an algorithm and/or program to solve a simple problem. 1.AP.PD.04

Impacts of Computing IC

C. Culture and Diversity C

1 Use grade-level appropriate language to identify and describe how people use a variety of technologies and applications in their daily work and personal lives. 1.IC.C.01

SI. Social Interactions SI

1 Identify and describe appropriate and inappropriate behaviors when participating online. 1.IC.SI.01

SLE. Safety, Law & Ethics SLE

1 Keep login information private and log off devices appropriately. 1.IC.SLE.01