

Kindergarten

Computing Systems CS

D. Devices D

- 1 Select and operate the appropriate computing device to perform a variety of different tasks. K.CS.D.01
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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). K.CS.HS.01
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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
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Networks and the Internet NI

NCO. Network Communication & Organization NCO

- 1 Recognize that basic computing devices and components can be connected to one another. K.NI.NCO.01
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C. Cybersecurity C

- 1 Identify and use passwords and discuss why they are not shared with others. K.NI.C.01
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Data Analysis DA

S. Storage S

- 1 Identify that information from our everyday lives can be stored and accessed via computing devices. K.DA.S.01
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CVT. Collection, Visualization & Transformation CVT

- 1 With guidance, collect data on a basic topic (e.g., weather, temperature) and present it visually. K.DA.CVT.01
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IM. Inference & Models IM

- 1 With guidance, draw conclusions and make predictions based on picture graphs or patterns (e.g., make predictions based on weather data presented in a picture graph, complete a pattern) with or without a computing device. K.DA.IM.01
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Algorithms and Programming ^{AP}

A. Algorithms ^A

- 1 Model daily processes and follow basic algorithms (step-by-step lists of instructions) to complete tasks. [K.AP.A.01](#)
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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). [K.AP.V.01](#)
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C. Control ^C

- 1 With guidance, create a set of instructions (programs) to accomplish a task using a programming language, device, or unplugged activity, including sequencing, emphasizing the beginning, middle, and end. [K.AP.C.01](#)
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M. Modularity ^M

Not addressed at this level

PD. Program Development ^{PD}

- 1 With guidance, create a grade level appropriate document to illustrate thoughts, ideas, or stories in a sequential manner (e.g., storyboard, story map, sequential graphic organizer). [K.AP.PD.01](#)
 - 2 Give attribution to ideas, solutions, and creations of others, verbally, while developing algorithms. [K.AP.PD.02](#)
 - 3 Identify errors in an algorithm that includes sequencing and repeated procedures using a programming language or unplugged activity. Discuss how errors in the algorithm could be corrected. [K.AP.PD.03](#)
 - 4 Use correct terminology (e.g., first, second, etc.) in the development of an algorithm to solve a simple problem. [K.AP.PD.04](#)
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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. [K.IC.C.01](#)
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SI. Social Interactions ^{SI}

- 1 Identify appropriate and safe behaviors when participating online. [K.IC.SI.01](#)
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SLE. Safety, Law & Ethics ^{SLE}

- 1 Keep login information private and log off devices appropriately. [K.IC.SLE.01](#)