

Grades K-2

Computing Systems CS

Devices

- 1 Choose appropriate devices to perform a variety of classroom tasks. K2-CS-01
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Hardware and Software

- 2 Describe the function of common physical components of computing systems (hardware) with appropriate terminology. K2-CS-02
 - 3 Operate appropriate software to perform a variety of tasks. K2-CS-03
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Troubleshooting

- 4 Describe basic hardware and software problems with accurate terminology. K2-CS-04
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Networks and the Internet NI

Network Communication & Organization

- 1 Illustrate how information is broken down into smaller pieces and can be reassembled. K2-NI-01
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Cybersecurity

- 2 Apply knowledge of what passwords are and why we use strong passwords to protect devices and information from unauthorized access. K2-NI-02
 - 3 Discover your digital footprint and how personal information can be protected. K2-NI-03
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Data & Analysis DA

Storage

- 1 Store, copy, search, retrieve, modify, and delete information using a computing device. K2-DA-01
 - 2 Define information stored on a computing device as data. K2-DA-02
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Collection, Visualization, & Transformation

- 3 Collect and present the same data in various visual formats. K2-DA-03
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Inference & Models

- 4 Make predictions with patterns in data visualizations. K2-DA-04
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Algorithms & Programming AP

Algorithms

- 1 Model daily processes with algorithms to complete tasks. K2-AP-01
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Variables

- 2 Demonstrate how programs store and manipulate data by using numbers or other symbols to represent information. K2-AP-02
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Control

- 3 Develop programs with sequences and simple loops to express ideas or address a problem. K2-AP-03
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Modularity

- 4 Decompose the steps needed to solve a problem into a precise sequence of instructions K2-AP-04
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Program Development

- 5 Develop plans that describe a program's sequence of events, goals, and expected outcomes. K2-AP-05
 - 6 Give attribution when using the ideas and creations of others while developing programs. K2-AP-06
 - 7 Identify and debug errors in an algorithm or program that includes sequences and simple loops. K2-AP-07
 - 8 Using correct terminology, describe steps taken and choices made during the iterative process of program development K2-AP-08
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Impacts of Computing IC

Culture

- 1 Compare how people live and work before and after the implementation or adoption of new computing technology. K2-IC-01
 - 2 Select software that meets the diverse needs and preferences for the technology individuals use in the classroom K2-IC-02
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Social Interactions

- 3 Work respectfully and responsibly with others online. K2-IC-03
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Safety, Law, & Ethics

- 4 Model responsible login and logoff procedures on all devices. K2-IC-04