

# 6th Grade

**Networks & Internet:**  
Networks link computers and devices locally and around the world allowing people to access and communicate information. 6.NI

- 1 Explain how data is sent across networks. 6.NI.1

**Hardware & Software:**  
Devices, hardware, and software work together as a system to accomplish tasks. 6.HS

- 1 Use hardware and/or software to complete a task. 6.HS.1
- 2 Use software features to accomplish a goal. 6.HS.2
- 3 Organize, store, and retrieve digital information with guidance. 6.HS.3
- 4 Identify threats to technology systems. (CYSEC) 6.HS.4
- 5 Identify security measures to protect technology systems. (CYSEC) 6.HS.5

**Troubleshooting:**  
Strategies for solving technology system problems. 6.T

- 1 Apply basic troubleshooting strategies. 6.T.1

**Problem Solving & Algorithms:** Strategies for understanding and solving problems. 6.PSA

- 1 Identify and test an algorithm to solve a problem. 6.PSA.1
- 2 Debug a program that includes sequencing, loops, or conditionals. 6.PSA.2
- 3 Compare and contrast the efficiencies of multiple solutions to a task. 6.PSA.3

**Data Creation & Analysis:** Data can be collected, used, and presented with computing devices or digital tools. 6.DCA

- 1 Collect and analyze data to support a claim. 6.DCA.1

**Development & Design:**  
Design processes to create new, useful, and

- 1 Use programs that utilize combinations of loops, conditionals, and the manipulation of variables representing different data types. 6.DD.1

**imaginative solutions to solve problems.** 6.DD

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**Access: Effective search strategies can locate information for intellectual or creative pursuits.** 6.A

- 1 Use a variety of strategies to refine and revise search results. 6.A.1
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**Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose.** 6.E

- 1 Evaluate information and its sources. 6.E.1
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**Create: It is important to both consume and produce information to be digitally literate.** 6.C

- 1 Repurpose or remix original works following fair use guidelines. 6.C.1
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**Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property.** 6.IP

- 1 With guidance, properly use copyrighted works, works in the creative commons, and works in the public domain. 6.IP.1
  - 2 Cite a variety of sources using the appropriate format. 6.IP.2
  - 3 Describe negative consequences of piracy and plagiarism. 6.IP.3
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**Impacts of Computing: Past, present, and possible future impact of technology on society.** 6.IC

- 1 Identify the positive and negative impacts of past, present, and future technology, including bias and accessibility. 6.IC.1
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**Social Interactions: Technology facilitates collaboration with others.** 6.SI

- 1 Use collaborative technology. 6.SI.1
  - 2 Identify how social interactions can impact a person's self-image. 6.SI.2
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**Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology.** 6.SE

- 1 Identify steps for responding to uncomfortable situations when interacting online. (CYSEC) 6.SE.1
- 2 Identify basic methods to maintain digital privacy and security. (CYSEC) 6.SE.2
- 3 Recognize that data-collection technology can be used to track navigation online. (CYSEC) 6.SE.3

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**4 Identify threats to personal cybersecurity. (CYSEC) 6.SE.4**

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**Responsible: Use Respect and dignity in virtual and physical communities. 6.RU**

**1 Identify different forms of cyberbullying. 6.RU.1**

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**2 Identify strategies to stop cyberbullying. 6.RU.2**

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**3 Use appropriate digital etiquette in a variety of situations. 6.RU.3**

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**4 Understand the purpose of and comply with Acceptable Use Policies. 6.RU.4**

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**Digital Identity: The responsibilities and opportunities that come with living, learning, and working in an interconnected digital world. 6.DI**

**1 Describe personal online usage and determine how it affects identity on- and offline. 6.DI.1**