

Computer Science: Grades K-2

Data & Information

- 1 Identify and collect data using concrete objects or digital tools (e.g., take pictures of or sort all blue math manipulatives). K-2.DI.1A
- 2 Describe information stored on a digital device as “data”. K-2.DI.2A
- 3 Represent data from everyday activities with numbers, symbols, or other variables. K-2.DI.3A
- 4 Identify patterns in visual representations of data such as charts, graphs, and symbols. (E) K-2.DI.4A

Computing Devices & Systems

- 1 Use appropriate terminology (e.g., computer, screen, keyboard) in identifying and describing computer hardware. (E) K-2.CD.1A
- 2 Explain when there is a problem with familiar technology and match a provided potential solution. K-2.CD.2A
- 3 Operate software to perform a specific task. K-2.CD.3A

Programs & Algorithms

- 1 Sequence provided steps to complete a familiar or simple task. (E) K-2.PA.1A
- 2 Explain a way to improve a step of a provided familiar process. K-2.PA.2A
- 3 Follow the steps in a process with a simple loop. K-2.PA.3A
- 4 Identify an error in a provided sequence, then find a potential solution to the error. K-2.PA.4A
- 5 Follow a three-step set of instructions to complete a task and identify the sequence of steps as an algorithm. (E) K-2.PA.5A
- 6 Differentiate between work you create and work created by another person. (E) K-2.PA.6A

Networking & the Internet

- 1 Define what a password is and describe its purpose. (E) K-2.NI.1A

Impact & Culture

- 1 Compare and contrast the effects of technology on communities and social interactions. K-2.IC.1A

2 Identify expected behaviors for working responsibly with others online. (E) K-

2.IC.2A

3 Describe why login information should not be shared and model logging off of a device. K-2.IC.3A