Alaska Computer Science

Grade 1

Computing Systems

Devices

1 With guidance, select and use a computing device to perform a variety of tasks for an intended outcome. 1.CS.D.01

Hardware and Software

1 Use accurate terminology in naming and describing the function of common computing devices and components (e.g., laptop, tablet, mouse). 1.CS.HS.01

Troubleshooting

1 Identify simple hardware and software problems that may occur during use (e.g., app or program is not working as expected; no sound is coming from the device; caps lock turned on). 1.CS.T.01

Network and the Internet

Network Communication and Organization

1 Recognize that by connecting computing devices together they can share information (e.g., remote storage, printing, the internet). 1.NI.NCO.01

Cybersecurity

1 Identify what passwords are; explain why they are not shared; and discuss what makes a password strong. Independently, use passwords to access technological devices, apps etc. 1.NI.C.01

Data Analysis

Storage

1 With guidance, locate, open, modify and save an existing file with a computing device. 1.DA.S.01

Collection, Visualization and Transformation

1 With guidance, collect data and present it two different ways. 1.DA.CVT.01

Inference and Models

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

Algorithms and Pr

Algorithms

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1 With guidance, model daily processes and follow algorithms (sets of step- by-step instructions) to complete tasks verbally, kinesthetically, with robot devices, or a programing language. 1.AP.A.01

Variables

1 With guidance, model and represent grade level appropriate data (e.g., print, numbers, kinesthetic movement, symbols and robot manipulatives). 1.AP.V.01

Control

1 With guidance, create programs to accomplish tasks as a means of creative expression or problem solving using a programming language, robot device or unplugged activity, either independently or collaboratively including sequencing and repetition. 1.AP.C.01

Modularity

1 Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions. 1.AP.M.01

Program Development

1 Independently or with guidance, create a grade level appropriate document to illustrate thoughts, ideas, and stories in a sequential (step-by- step) manner (e.g., story map, storyboard, and sequential graphic organizer). 1.AP.PD.01

2 Independently or with guidance give credit to ideas, creations and solutions of others while writing and/or developing programs. 1.AP.PD.02

3 Independently and collaboratively, debug programs, which include sequencing and repetition to accomplish tasks as a means of creative expression or problem solving using a programming language and/or unplugged activities. 1.AP.PD.03

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

Community, Global and Ethical Impacts

Culture

1 Identify how people use many types of technologies in their daily work and personal lives. 1.CGEI.C.01

Social Interactions

1 With guidance, identify appropriate and inappropriate behavior. Act responsibly while participating in an online community and know how and who to report concerns. 1.CGEI.SI.01

Safety, Law and Ethics

1 Keep log in information private, and log off of devices appropriately. 1.CGEI.SLE.01