Alaska Computer Science

Kindergarten

Computing Systems

Devices

1 With guidance, follow directions and make choices while using computing devices to perform a variety of tasks. K.CS.D.01

Hardware and Software

1 Use accurate terminology to locate and identify common computing devices and components, in a variety of environments (e.g., laptop, tablet, mouse). K.CS.HS.01

Troubleshooting

1 Recognize that computing systems might not work as expected and use accurate terminology to identify simple hardware or software problems (e.g., volume turned down on headphones, monitor turned off). K.CS.T.01

Network and the Internet

Network Communication and Organization

1 Recognize that computing devices can be connected together. K.NI.NCO.01

Cybersecurity

1 Discuss what passwords are and why we do not share them with others. With guidance, use passwords to access technological devices, apps, etc. K.NI.C.01

Data Analysis

Storage

1 Identify types of data from our everyday lives and computing devices (e.g., digital images, videos, apps, documents) K.DA.S.01

Collection, Visualization and Transformation

1 With guidance, collect data and present it visually. K.DA.CVT.01

Inference and Models

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). K.DA.IM.01

Algorithms and Programming

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Algorithms

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. K.AP.A.01

Variables

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

Control

1 With guidance, create programs to accomplish tasks as a means of creative expression using a programming language, robot device or unplugged activity, either independently or collaboratively, including sequencing, emphasizing the beginning, middle, and end. K.AP.C.01

Modularity

1 With guidance, decompose (break down) the steps needed to solve a problem into a precise sequence of instructions. K.AP.M.01

Program Development

1 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). K.AP.PD.01

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

3 Independently and collaboratively, identify and correct errors in an algorithm that includes sequencing and repeated procedures using a programming language or unplugged activities. K.AP.PD.03

4 Use correct terminology (first, second...) in the development of an algorithm to solve a simple problem K.AP.PD.04

Community, Global and Ethical Impacts

Culture

1 List different ways in which computing devices are used in your daily life. K.CGEI.C.01

Social Interactions

1 With guidance, identify appropriate manners while participating in a digital community. K.CGEI.SI.01

Safety, Law and Ethics

1 With guidance, keep log in information private, and log off of devices appropriately K.CGEI.SLE.01