Arizona Computer Science

Grade 1

Concept: Computing Systems (CS) 1.CS

D. Subconcept: Devices (D) 1.CS.D

1 With teacher guidance, select and operate appropriate devices and software to perform a task. 1.CS.D.1

HS. Subconcept: Hardware and Software (HS) 1.CS.HS

1 Use appropriate terminology in identifying and describing the function of common physical components of computing systems. 1.CS.HS.1

T. Subconcept: Troubleshooting (T) 1.CS.T

1 Identify basic hardware and software problems using accurate terminology. 1.CS.T.1

2 With teacher guidance, begin to use basic troubleshooting strategies. 1.CS.T.2

Concept: Networks and the Internet (NI) 1.NI

C. Subconcept: Cybersecurity (C) 1.NI.C

1 Explain what passwords are and why we use them to protect personal information (e.g., name, location, phone number, home address) and keep it private. 1.NI.C.1

NCO. Subconcept: Network, Communication, and Organization (NCO) 1.NI.NCO

1 With teacher guidance, students discuss how computer networks can be used to connect people to other people, places, information, and ideas. 1.NI.NCO.1

Concept: Data and Analysis (DA) 1.DA

CVT. Subconcept: Collection, Visualization and Transformation (CVT) 1.DA.CVT

1 With teacher guidance, collect and transform data using digital devices; Display data for communication in various visual formats. 1.DA.CVT.1

S. Subconcept: Storage (S) 1.DA.S

1 Explain that a variety of data (e.g., music, video, images, and text) can be stored in and retrieved from a computing device. 1.DA.S.1

IM. Subconcept: Inference and Models (IM) 1.DA.IM

1 Identify patterns in data to make inferences or predictions. 1.DA.IM.1

Concept: Algorithms and Pr

A. Subconcept: Algorithms (A) 1.AP.A

1 Model daily processes by following algorithms (sets of step-by-step instructions) to complete tasks. 1.AP.A.1

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V. Subconcept: Variables (V) `1.AP.V`

1 Model the way programs store and manipulate data by using numbers or other symbols to represent information. `1.AP.V.1`

C. Subconcept: Control (C) `1.AP.C`

1 Identify programs with sequences and simple loops, to express ideas or address a problem. `1.AP.C.1`

M. Subconcept: Modularity (M) `1.AP.M`

1 Solve a problem by breaking it down into smaller parts. `1.AP.M.1`

PD. Subconcept: Program Development (PD) `1.AP.PD`

1 With teacher assistance identify plans that describe a program's sequence of events, goals, and expected outcomes. `1.AP.PD.1`

2 With teacher assistance, give attribution (credit) when using the ideas and creations of others while developing programs. `1.AP.PD.2`

3 With teacher assistance, debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops. `1.AP.PD.3`

4 Using correct terminology, describe steps taken and choices made during program development. `1.AP.PD.4`

Concept: Impacts of Computing (IC) `1.IC`

C. Subconcept: Culture (C) `1.IC.C`

1 Discuss how people live and work before and after the implementation or adoption of new computing technology. `1.IC.C.1`

SI. Subconcept: Social Interactions (SI) `1.IC.SI`

1 Work respectfully and responsibly with others online. `1.IC.SI.1`

SLE. Subconcept: Safety, Law, and Ethics (SLE) `1.IC.SLE`

1 Keep login information private, and log off devices appropriately. `1.IC.SLE.1`