Arizona Computer Science

Kindergarten

Concept: Computing Systems (CS) K.CS

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

1 With teacher guidance, select and operate an appropriate device to perform a task. K.CS.D.1

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

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

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

1 Discuss basic hardware and software problems. K.CS.T.1

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

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

1 Explain that a password helps protect the privacy of information. K.NI.C.1

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

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

Concept: Data and Analysis (DA) K.DA

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

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

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

1 Recognize that data can be collected and stored on different computing devices over time and retrieved later. K.DA.S.1

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

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

Concept: Algorithms and Programming (AP) K.AP

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

1 With teacher assistance, model daily processes by following algorithms (sets of step-by-step instructions) to complete tasks. K.AP.A.1

Skip to main content

Subconcept: Variables (V) K.AP.V

1 With teacher assistance, model the way programs store and manipulate data by using numbers or other symbols to represent information. K.AP.V.1

C. Subconcept: Control (C) K.AP.C

1 With teacher assistance, identify programs with sequences and simple loops, to express ideas or address a problem. K.AP.C.1

M. Subconcept: Modularity (M) K.AP.M

1 With teacher assistance, solve a problem by breaking it down into smaller parts. K.AP.M.1

PD. Subconcept: Program Development (PD) K.AP.PD

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

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

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

4 With teacher assistance, using correct terminology, describe steps taken and choices made during program development. K.AP.PD.4

Concept: Impacts of Computing (IC) K.IC

C. Subconcept: Culture (C) K.IC.C

1 Discuss how people lived and worked before and after the implementation or adoption of new computing technology. K.IC.C.1

SI. Subconcept: Social Interactions (SI) K.IC.SI

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

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

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