California Computer Science

Grades 6-8

Computing Systems

Devices

1 Design modifications to computing devices in order to improve the ways users interact with the devices. 6-8.CS.1

Hardware & Software

2 Design a project that combines hardware and software components to collect and exchange data. 6-8.CS.2

Troubleshooting

3 Systematically apply troubleshooting strategies to identify and resolve hardware and software problems in computing systems. 6-8.CS.3

Networks & the Internet

Network Communication & Organization

4 Model the role of protocols in transmitting data across networks and the internet. 6-8.NI.4

Cybersecurity

5 Explain potential security threats and security measures to mitigate threats. 6-8.NI.5

6 Apply multiple methods of information protection to model the secure transmission of information. 6-8.NI.6

Data & Analysis

Storage

7 Represent data in multiple ways. 6-8.DA.7

Collection Visualization & Transformation

8 Collect data using computational tools and transform the data to make it more useful. 6-8.DA.8

Inference & Models

9 Test and analyze the effects of changing variables while using computational models. 6-8.DA.9

Skip to main content

Algorithms & Programming

Algorithms

10 Use flowcharts and/or pseudocode to design and illustrate algorithms that solve complex problems. 6-8.AP.10

Variables

11 Create clearly named variables that store data, and perform operations on their contents. 6-8.AP.11

Control

12 Design and iteratively develop programs that combine control structures and use compound conditions. 6-8.AP.12

Modularity

13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. 6-8.AP.13

14 Create procedures with parameters to organize code and make it easier to reuse. 6-8.AP.14

Program Development

15 Seek and incorporate feedback from team members and users to refine a solution that meets user needs. 6-8.AP.15

16 Incorporate existing code, media, and libraries into original programs, and give attribution. 6-8.AP.16

17 Systematically test and refine programs using a range of test cases. 6-8.AP.17

18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts. 6-8.AP.18

19 Document programs in order to make them easier to use, read, test, and debug. 6-8.AP.19

Impacts of Computing

Culture

20 Compare tradeoffs associated with computing technologies that affect people's everyday activities and career options. 6-8.IC.20

21 Discuss issues of bias and accessibility in the design of existing technologies. 6-8.IC.21

Social Interactions

22 Collaborate with many contributors when creating a computational artifact. 6-8.IC.22

Safety Law & Ethics

23 Compare tradeoffs associated with licenses for computational artifacts to balance the protection of the creators' rights and the ability for others to use and modify the artifacts. 6-8.IC.23

Skip to main content

24 Compare tradeoffs between allowing information to be public and keeping information private and secure. 6-8.IC.24