Kansas Computer Science

Grade PK

Computing Systems

D. Devices D

1 With guidance, demonstrate how to operate a computing device. PK.CS.D.01

HS. Hardware and Software HS

1 With guidance, use appropriate terminology to locate and identify common computing devices and components in a variety of environments (e.g. turn on, navigate, open/close programs/apps). PK.CS.HS.01

2 With guidance, correctly use software that controls computing devices (e.g. e.g. programs, browsers, websites, and applications). PK.CS.HS.02

IO. Input and Output IO

1 With guidance, identify and apply basic input/output skills. PK.CS.IO.01

a Input (keyboarding, mouse, touchscreen, voice, camera, interactive board) PK.CS.IO.01.A

b Output (monitor, screen, printer, audio). PK.CS.IO.01.B

T. Troubleshooting T

1 Recognize that computing systems might not work as expected and with guidance can identify simple hardware or software problems (e.g. volume turned down on headphones, monitor turned off). PK.CS.T.01

Networks & the Internet

NCO. Network Communication & Organization NCO

1 Recognize that computing devices are connected via wired or wireless networks so that they can communicate with each other. PK.NI.NCO.01

C. Cybersecurity C

1 Recognize that passwords are private and should be kept secret. PK.NI.C.01

Data Analysis

S. Storage S

1 Know that the computing device can save information as data that can be searched, modified, and saved or deleted (e.g. save photos, files, or videos). PK.DA.S.01

Skip to main content

C. Collection C

1 Students understand that data about themselves and the world around them is collected, used, and organized in a meaningful way. PK.DA.C.01

CVT. Visualization & Transformation CVT

1 Students represent collected data in a visual way. (e.g. charts, graphs, tables). PK.DA.CVT.01

IM. Inference and Models IM

1 Students look for patterns in data, make predictions, and make a model (e.g. make predictions on weather data, butterfly life cycle, etc.) and present in a picture graph or pattern. PK.DA.IM.01

Algorithms and Programming

A. Algorithms A

1 With guidance, construct and execute algorithms (set of step-by-step instructions) that includes sequencing and simple loops to accomplish a task, with or without a computing device (e.g. verbally, kinesthetically, with robot devices or a programming language, block coding). PK.AP.A.01

V. Variables V

1 With guidance, understand that numbers represent different types of data using numbers or other symbols (e.g. thumbs up/thumbs down for yes/no color by number, arrows for direction, encoding/decoding a word using numbers or pictographs). PK.AP.V.01

C. Control C

1 With guidance, create programs to accomplish tasks using a programming language, robot device, or unplugged activity that includes sequencing events and simple loops (e.g. emphasizing beginning, middle, and end; collaborative programming). PK.AP.C.01

M. Modularity M

1 With guidance, decompose (break down) a larger problem into smaller subproblems. PK.AP.M.01

PD. Program Development PD

1 Create a design document to illustrate thoughts, ideas, and stories in a sequential manner. PK.AP.PD.01

2 Recognize that digital items can be owned and that proper credit needs to be given (e.g. using code, music, pictures). PK.AP.PD.02

3 With guidance, construct, execute, and debug (identify and fix) algorithms using a programming language and or an unplugged activity that includes sequencing (e.g. use block based programming). PK.AP.PD.03

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4 With guidance, use correct terminology in the development of an algorithm to solve a simple problem (e.g. beginning, middle, end). PK.AP.PD.04

Impacts of Computing

C. Culture C

1 Understand different ways in which types of technologies are used in your daily life. PK.IC.C.01

SI. Social Interactions SI

1 With guidance understand what would be appropriate while participating in an online environment. (Digital Citizenship - focus on Digital Literacy). PK.IC.SI.01

H. History H

1 Understand that computing technology has changed and improved the way people live, work, and interact. PK.IC.H.01

SLW. Safety, Law, & Ethics SLW

1 With guidance understand responsible digital citizenship (legal and ethical behaviors) in the use of technology systems and software. PK.IC.SLE.01

CP. Community Partnerships CP

1 Discuss the fact that a wide range of jobs require knowledge or use of computer science. PK.IC.CP.01