Missouri Computer Science

Kindergarten

Computing Systems

Devices

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

Hardware & Software

1 Use appropriate terminology in naming and describing the function of common computing devices and components (e.g., mouse is used to control the cursor, desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer). K.CS.HS.01

2 With guidance, choose appropriate software to perform a variety of tasks. K.CS.HS.02

Troubleshooting

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

Networks & the Internet

Network Communication & Organization

1 Discuss that computing devices can be connected together. (e.g., printers connect to devices, phone/tablet share information). 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 With guidance, locate, open, modify and save an existing file with a computing device. K.DA.S.01

Collection, Visualization & Transformation

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

Inference & Models

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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 or complete a pattern). K.DA.IM.01

Algorithms & Programming

Algorithms

1 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, recognize that computers represent different types of data using numbers or other symbols. K.AP.V.01

Control

1 With guidance, independently or collaboratively create programs to accomplish tasks using a programming language, robot device or unplugged activity that includes sequencing (i.e., emphasizing the beginning, middle and end). K.AP.C.01

Program Development

1 With guidance, create a grade- level appropriate artifact to illustrate thoughts, ideas or sequence of events (step-by-step) manner (e.g., story map, storyboard, sequential graphic organizer). K.AP.PD.01

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

3 With guidance, independently or collaboratively debug algorithms using a programming language and/or unplugged activity that includes sequencing. K.AP.PD.03

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

Impacts of Computing

Culture

1 Discuss different ways in which types of technologies are used in daily life. K.IC.C.01

Social Interactions

1 With guidance, identify appropriate manners while participating in an online environment and online behaviors. K.IC.SI.01

Safety, Law & Ethics

1 Exhibit good digital citizenship using technology safely, responsibly and ethically. K.IC.SLE.01