

Computer Science: Grade 4

Algorithms and Programming

- 1 Test, compare, and refine multiple algorithms for the same task and determine which is the most appropriate.** 4.AP.A.1

- 2 Develop programs that include sequences, events, loops, and conditionals.** 4.AP.C.1

- 3 Explore how complex tasks can be decomposed into simple tasks and how simple tasks can be composed into complex tasks.** 4.AP.M.1

- 4 Test and debug (identify and fix) errors in a program or algorithm to ensure it runs as intended.** 4.AP.PD.1

Computing Systems

- 1 Model how computer hardware and software work together as a system to accomplish tasks.** 4.CS.HS.1

Data and Analysis

- 1 Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate ideas.** 4.DA.IM.1

Impacts of Computing

- 1 Compare and contrast how computing has changed society from the past to the present.** 4.IC.C.1

Networks and the Internet

- 1 Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the internet, and reassembled at the destination.** 4.NI.NCO.1