

# Computer Science: Kindergarten

## Algorithms and Programming

- 1 Model daily processes by creating and following sets of step-by-step instructions (algorithms) to complete tasks. [K.AP.A.1](#)
- 2 Identify and fix (debug) errors in a sequence of instructions (algorithms) that includes loops. [K.AP.PD.1](#)

## Computing Systems

- 1 Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware). For example: monitor, keyboard, mouse, earbuds, headphones, printer. [K.CS.HS.1](#)
- 2 Recognize some computing devices (e.g., computer, smartphone) can perform a variety of tasks and some computing devices are specialized (e.g., navigation system, game controller). [K.CS.HS.2](#)

## Data and Analysis

- 1 Recognize that data can be collected and stored on different computing devices over time. [K.DA.S.1](#)

## Impacts of Computing

- 1 Understand how computing devices have changed people's lives. [K.IC.C.1](#)
- 2 Exhibit good digital citizenship using technology safely, responsibly, and ethically. [K.IC.SI.1](#)

## Networks and the Internet

- 1 Explain that a password helps protect the privacy of information. [K.NI.C.1](#)