

Grades K-1

Impacts of Computing

Society

- 1 Identify and discuss how tasks are accomplished with and without computing technology. [K-1.IC.1](#)
- 2 Identify and explain classroom and home rules related to computing technologies and digital information. [K-1.IC.2](#)

Ethics

- 3 Identify computing technologies in the classroom, home and community. [K-1.IC.3](#)
- 4 Identify public and private spaces in our daily lives. [K-1.IC.4](#)

Accessibility

- 6 With teacher support, identify different ways people interact with computers and computing devices. [K-1.IC.6](#)

Career Paths

- 7 Identify multiple jobs that use computing technologies. [K-1.IC.7](#)

Computational Thinking

Modeling and Simulation

- 1 Identify and describe one or more patterns (found in nature or designed) and examine the patterns to find similarities and make predictions. [K-1.CT.1](#)

Data Analysis and Visualization

- 2 Identify different kinds of data that can be collected from everyday life. [K-1.CT.2](#)
- 3 Identify ways to visualize data, and collaboratively create a visualization of data. [K-1.CT.3](#)

Abstraction and Decomposition

- 4 Identify a problem or task and discuss ways to break it into multiple smaller steps. [K-1.CT.4](#)
- 5 Recognize that the same task can be described at different levels of detail. [K-1.CT.5](#)

Algorithms and Programming

- 6 Follow an algorithm to complete a task. [K-1.CT.6](#)
- 7 Identify terms that refer to different concrete values over time. [K-1.CT.7](#)

- 8 Identify a task consisting of steps that are repeated and recognize which steps are repeated. [K-1.CT.8](#)
- 9 Identify and fix (debug) errors within a simple algorithm. [K-1.CT.9](#)
- 10 Collaboratively create a plan that outlines the steps needed to complete a task. [K-1.CT.10](#)

Networks & System Design

Hardware and Software

- 1 Identify ways people provide input and get output from computing devices. [K-1.NSD.1](#)
- 2 Identify basic hardware components that are found in computing devices. [K-1.NSD.2](#)
- 3 Identify basic hardware and/or software problems. [K-1.NSD.3](#)

Networks and the Internet

- 4 Identify how protocols/rules help people share information over long distances. [K-1.NSD.4](#)
- 5 Identify physical devices that can store information. [K-1.NSD.5](#)

Cybersecurity

Risks

- 1 Identify reasons for keeping information private. [K-1.CY.1](#)

Safeguards

- 2 Identify why it is important to keep your account secure. [K-1.CY.2](#)
- 4 Decode a word or short message using a simple code. [K-1.CY.4](#)

Response

- 5 Identify when it is appropriate to open and/or click on links or files. [K-1.CY.5](#)

Digital Literacy

Digital Use

- 1 Identify and explore the keys on a keyboard. [K-1.DL.1](#)
- 2 Communicate and work with others using digital tools. [K-1.DL.2](#)
- 3 Conduct a basic search based on a provided keyword. [K-1.DL.3](#)
- 4 Use a least one digital tool to create a digital artifact. [K-1.DL.4](#)

Digital Citizenship

- 7 Identify actions that promote good digital citizenship, and those that do not. [K-1.DL.7](#)