North Dakota Computer Science and Cybersecurity

2nd Grade

Networks & Internet: Networks link computers and devices locally and around the world allowing people to access and communicate information. 2.NI	1	**Explain that connecting computing devices allows information sharing.** 2.NI.1
Hardware & Software: Devices, hardware, and software work together as a system to accomplish tasks. 2.HS	1	**Identify the components and basic functions of a computer system.** 2.HS.1
	2	**Independently use a computing device to perform a variety of tasks.** 2.HS.2
	3	**Recognize users have different technology needs and preferences.** 2.HS.3
Troubleshooting: Strategies for solving technology system problems. 2.T	1	**Understand technology systems might not work as expected and independently use appropriate terminology to describe a problem.** 2.T.1
Problem Solving & Algorithms: Strategies for understanding and solving problems. 2.PSA	1	**Use problem solving steps: understanding the task, considering various strategies, isolate and debug.** 2.PSA.1
	2	**Break a task into smaller steps to identify patterns or solve the problem.** 2.PSA.2
	3	**Define algorithms.** 2.PSA.3
Data Creation & Analysis: Data can be collected, used, and presented with computing devices or digital tools. 2.DCA	1	**With guidance, construct and interpret data and present it in a chart or graph in order to make a prediction with or without a computing device.** 2.DCA.1
Development & Design: Design processes to create new, useful, and im pr	1	**Independently or collaboratively create programs to accomplish tasks that include sequencing or looping.** 2.DD.1

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Access: Effective search strategies can locate information for intellectual or creative pursuits. 2.A	1	**Continued growth.** 2.A.1
Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose. 2.E	1	**With guidance, determine whether the purpose of content is to inform or to influence actions.** 2.E.1
Create: It is important to both consume and produce information to be digitally literate. 2.C	1	**Independently or collaboratively, create a digital product.** 2.C.1
Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property. 2.IP	1	**Understand that students own their creative works.** 2.IP.1
	2	**Continued growth** 2.IP.2
Impacts of Computing: Past, present, and possible future impact of technology on society. 2.IC	1	**Identify how technologies are used in the workforce.** 2.IC.1
Social Interactions: Technology facilitates collaboration with others. 2.SI	1	**With guidance, use technology to communicate with others outside of the classroom.** 2.SI.1
Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology. 2.SE	1	**Explain how to use technology in safe and correct ways. (CYSEC)** 2.SE.1
	2	**Identify strategies for protecting authentication methods. (CYSEC)** 2.SE.2
	3	**Recognize the risks of interacting online with others. (CYSEC)** 2.SE.3
Responsible: Use Respect and dignity in virtual co	1	**Explain positive and negative behaviors when using electronic communication. (CYSEC)** 2.RU.1
		now and identify how to report concerns regarding online content and ehaviors. (CYSEC) 2.RU.2

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	3 Develop a code of conduct, explain, and practice appropriate behavior and responsibilities while participating in an online community. 2.RU.3
	4 Comply with Acceptable Use Policies. 2.RU.4
Digital Identity: Responsibilities and opportunities of living, learning, and working in an interconnected digital world. 2.DI	**1** Define digital identity. 2.DI.1