Oklahoma Computer Science

First Grade

Computing Systems 1.CS

D. Devices 1.CS.D

1 With guidance, select and use a computing device to perform a variety of tasks for an intended outcome. 1.CS.D.01

HS . Hardware & Software 1.CS.HS

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). 1.CS.HS.01

T. Troubleshooting 1.CS.T

1 Identify, using accurate terminology, simple hardware and software problems that may occur during use (e.g., program is not working as expected, no sound is coming from the device, caps lock turned on). 1.CS.T.01

Networks & The Internet 1.NI

NCO. Network Communication & Organization 1.NI.NCO

1 Recognize that by connecting computing devices together, they can share information (e.g., remote storage, printing, the Internet). 1.NI.NCO.01

CY. Cybersecurity 1.NI.CY

1 Identify what passwords are; explain why they are not shared and discuss what makes a password strong. Independently, use passwords to access computing devices. 1.NI.CY.01

Data Analysis 1.DA

S. Storage 1.DA.S

1 With guidance locate, open, modify and save an existing file, use appropriate filenaming conventions, and recognize that the file exists within an organizational structure (e.g., drive, folder, file). 1.DA.S.01

CVT. Collection, Visualization, & Transformation 1.DA.CVT

1 With guidance, collect data and present it two different ways. 1.DA.CVT.01

IM. Inference & Models 1.DA.IM

1 With guidance, identify and interpret data from a chart, bar graph, or pictograph (visualization) in order to draw conclusions, with or without a computing device. 1.DA.IM.01

Skip to main content

Algorithms & Programming 1.AP

A. Algorithms 1.AP.A

1 With guidance, model daily processes and follow algorithms (sets of stepby-step instructions) to complete tasks verbally, kinesthetically, with robot devices, or a programming language. 1.AP.A.01

V. Variables 1.AP.V

1 With guidance, model the way that a program accesses stored data using a variable name 1.AP.V.01

C. Control 1.AP.C

1 With guidance, independently or collaboratively create programs to accomplish tasks using a programming language, robot device, or unplugged activity that includes sequencing and repetition. 1.AP.C.01

M. Modularity 1.AP.M

1 Decompose (break down) the steps needed to solve a simple problem. 1.AP.M.01

PD. Program Development 1.AP.PD

1 Independently or with guidance, create a grade-level appropriate artifact to illustrate thoughts, ideas, or stories in a sequential (step-bystep) manner (e.g., story map, storyboard, and sequential graphic organizer). 1.AP.PD.01

2 Independently or with guidance give credit to ideas, creations and solutions of others while writing and/or developing programs. 1.AP.PD.02

3 With guidance, independently or collaboratively debug programs using a programming language and/or unplugged activity that includes sequencing and repetition. 1.AP.PD.03

4 Use correct terminology (e.g., first, second, third) and explain the choices made in the development of an algorithm to solve a simple problem. 1.AP.PD.04

Impacts of Computing 1.IC

CU. Culture 1.IC.CU

1 Identify how people use different types of technologies in their daily work and personal lives. 1.IC.CU.01

SI. Social Interactions 1.IC.SI

1 With guidance, identify appropriate and inappropriate behavior, act responsibly, and know how to report concerns while participating in an online community. 1.IC.SI.01

SLE. Internet Safety, Law, & Ethics 1.IC.SLE

1 Identify ways to stay safe online 1.IC.SLE.01