Oklahoma Computer Science

Kindergarten

Computing Systems K.CS

D. Devices K.CS.D

1 With guidance, follow directions and start to make appropriate choices to use computing devices to perform a variety of tasks. K.CS.D.01

HS. Hardware & Software K.CS.HS

1 Use appropriate terminology to locate and identify common computing devices and components in a variety of environments (e.g., desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer). K.CS.HS.01

T. Troubleshooting K.CS.T

1 Recognize that computing systems might not work as expected and, with guidance, use accurate terminology to identify simple hardware or software problems (e.g., volume turned down on headphones, monitor turned off). K.CS.T.01

Networks & The Internet K.NI

NCO. Network Communication & Organization K.NI.NCO

1 Recognize that computing devices can be connect K.NI.NCO.01

CY. Cybersecurity K.NI.CY

1 Discuss what passwords are and why we do not share them with others. With guidance, use passwords to access computing devices. K.NI.CY.01

Data Analysis K.DA

S. Storage K.DA.S

1 With guidance, locate, open, modify, and save an existing file with a computing device. K.DA.S.01

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

1 With guidance, collect data and present it visually. K.DA.CVT.01

IM. Inference & Models K.DA.IM

1 With guidance, draw conclusions based on pictographs, real-object graphs, or patterns. K.DA.IM.01

Algorithms & Programming K.AP

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A . Algorithms K.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. K.AP.A.01

V. Variables K.AP.V

1 With guidance, recognize that computers represent different types of data using numbers or other symbols. K.AP.V.01

C. Control K.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 (i.e., emphasizing the beginning, middle, and end). K.AP.C.01

M. Modularity K.AP.M

1 With guidance, decompose (break down) the steps needed to solve a simple problem. K.AP.M.01

PD. Program Development K.AP.PD

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

2 Independently or with guidance give credit to ideas, creations and solutions of others while developing algorithms. K.AP.PD.02

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

4 Use correct terminology (beginning, middle, end) in the development of an algorithm to solve a simple problem. K.AP.PD.04

Impacts of Computing K.IC

CU. Culture K.IC.CU

1 Identify different ways in which types of technologies are used in your daily life. K.IC.CU.01

SI. Social Interactions K.IC.SI

1 With guidance, identify appropriate behavior while participating in an online environment. K.IC.SI.01

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

1 With guidance, identify ways to stay safe online. K.IC.SLE.01