Washington Computer Science

Grades K, 1, 2

Adopted 2016

Algorithms and Programming

1A-A-7-1. Give credit when using code, music, or pictures (for example) that were created by others. 1A-A-7-1

1A-A-5-2. Construct programs, to accomplish a task or as a means of creative expression, which include sequencing, events, and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming). 1A-A-5-2

1A-A-5-3. Plan and create a design document to illustrate thoughts, ideas, and stories in a sequential (step-by-step) manner (e.g., story map, storyboard, sequential graphic organizer). 1A-A-5-3

1A-A-4-4. Use numbers or other symbols to represent data (e.g., thumbs up/down for yes/no, color by number, arrows for direction, encoding/decoding a word using numbers or pictographs). 1A-A-4-4

1A-A-3-5. Decompose (break down) a larger problem into smaller sub-problems with teacher guidance or independently. 1A-A-3-5

1A-A-3-6. Categorize a group of items based on the attributes or actions of each item, with or without a computing device. 1A-A-3-6

1A-A-3-7. Construct and execute algorithms (sets of step-by-step instructions) that include sequencing and simple loops to accomplish a task, both independently and collaboratively, with or without a computing device. 1A-A-3-7

1A-A-6-8. Analyze and debug (fix) an algorithm that includes sequencing and simple loops, with or without a computing device. 1A-A-6-8

Computing Systems

1A-C-7-9. Identify and use software that controls computational devices (e.g., use an app to draw on the screen, use software to write a story or control robots). 1A-C-7-9

1A-C-7-10. Use appropriate terminology in naming and describing the function of common computing devices and components (e.g., desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer). 1A-C-7-10

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	1A-C-6-11. Identify, using accurate terminology, simple hardware and software problems that may occur during use (e.g., app or program not working as expected, no sound, device won't turn on). 1A-C-6-11
Data and Analysis	**1A-D-7-12.** Collect data over time and organize it in a chart or graph in order to make a prediction. 1A-D-7-12
	1A-D-4-13. Use a computing device to store, search, retrieve, modify, and delete information and define the information stored as data. 1A-D-4-13
	1A-D-4-14. Create a model of an object or process in order to identify patterns and essential elements (e.g., water cycle, butterfly life cycle, seasonal weather patterns). 1A-D-4-14
Impacts of Computing	**1A-I-7-15.** Compare and contrast examples of how computing technology has changed and improved the way people live, work, and interact. 1A-I-7-15
Networks and the Internet	**1A-N-2-16.** Use computers or other computing devices to connect with people using a network (e.g., the Internet) to communicate, access, and share information as a class. 1A-N-2-16
	1A-N-7-17. Use passwords to protect private information and discuss the effects of password misuse 1A-N-7-17