

Grades K, 1, 2

Adopted 2016

Algorithms and Programming

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- 1A-A-7-1.** Give credit when using code, music, or pictures (for example) that were created by others. [1A-A-7-1](#)
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- 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](#)
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- 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](#)
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- 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](#)
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- 1A-A-3-5.** Decompose (break down) a larger problem into smaller sub-problems with teacher guidance or independently. [1A-A-3-5](#)
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- 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](#)
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- 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](#)
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- 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](#)
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Computing Systems

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- 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](#)
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- 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](#)
