West Virginia Technology and Computer Science

Computer Science: K-2

Computer Science and Computational Thinking	1	With support and guidance, verbalize the steps to solve a problem. CS.K-2.1
	2	With support and guidance, work collaboratively with peers to solve a problem. CS.K-2.2
	3	With support and guidance, identify various components and functions of computers. CS.K-2.3
Networks and Cyber Infrastructure	4	With support and guidance, experience the ability to make connections with familiar adults (e.g., family members) through the use of the Internet. CS.K-2.4
	5	With support and guidance, identify the importance of staying safe while using family and educator-approved Internet sites. CS.K-2.5
Data and Information	6	With support and guidance, identify, collect, organize, and describe patterns in various forms of data. CS.K-2.6
	7	With support and guidance, make decisions using data (e.g., class surveys). CS.K-2.7
Programming and Algorithms	8	With support and guidance, analyze and explain the steps to solve simple problems. CS.K-2.8
	9	Follow a procedure/algorithm using tangible materials. CS.K-2.9
	10	Write an algorithm using sequences. CS.K-2.10
Impacts of Computing	11	Research and identify how technology has changed over time. CS.K-2.11
	12	List ways to use computer technology to help their daily life. CS.K-2.12