

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