Wyoming Computer Science

Grades 3–5

Computing Systems

Devices (D), Hardware & Software (HS), and Troubleshooting (T)

1 Model how information is translated, transmitted, and processed in order to follow through hardware and software to accomplish tasks. [Practice 4.4 Developing and Using Abstractions] 5.CS.HS.01

Network & The Internet

Network, Communication, & Organization (NCO) and Cybersecurity (C)

1 Discuss real-world cybersecurity problems and identify and implement appropriate strategies for how personal information can be protected. [Practice 3.1 Recognizing and Defining Computational Problems] 5.NI.C.01

Data Analysis

Storage (S), Collection, Visualization, & Transformation (CVT), and Inference & Models (IM)

1 Justify the format and location for storing data based on sharing requirements and the type of information (e.g., images, videos, text). [Practice 4.2 Developing and Using Abstractions] 5.DA.S.01

Algorithms & Programming

Algorithms (A), Variables (V), Control (C), Modularity (M), and Program Development (PD)

1 Using grade appropriate content and complexity, compare and refine multiple algorithms for the same task and determine which is the most appropriate. [Practice 3.3 Recognizing and Defining Computational Problems] [Practice 6.3 Testing and Refining Computational Artifacts] 5.AP.A.01

2 Using grade appropriate content and complexity, create programs that include sequences, events, loops, and conditionals, both individually and collaboratively. [Practice 5.2 Creating Computational Artifacts] 5.AP.C.01

Impacts of Computing

Culture (C), Social Interactions (SI), and Safety, Law, and Ethics (SLE)

1 Practice grade-level appropriate behavior and responsibilities while participating in an online community. Identify and report inappropriate behavior. [Practice 2.1 Collaborating Around Computing] 5.IC.SI.02