Wyoming Computer Science

Grades K–2

Computing Systems

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

1 Demonstrate and describe the function of common components of computing systems (hardware and software) (e.g., use a browser, search engine). [Practice 7.2 Communicating About Computing] 2.CS.HS.01

Network & The Internet

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

1 Explain what authentication factors (e.g., login) are, why we use them, and apply authentication to protect devices and information (personal and private) from unauthorized access. [Practice 7.3 Communication About Computing] 2.NI.C.01

Algorithms & Programming

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

1 With guidance, identify and model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks (e.g., verbally, kinesthetically, with robot devices, or a programming language). [Practice 4.4 Developing and Using Abstractions] 2.AP.A.01

2 With guidance, independently and collaboratively create programs to accomplish tasks using a programming language, robot device, or unplugged activity that includes sequencing, conditionals, and repetition. [Practice 5.2 Creating Computational Artifacts] 2.AP.C.01

3 Independently and collaboratively debug (identify and fix errors) programs using a programming language. [Practice 6.2 Testing and Refining Computational Artifacts] 2.AP.PD.03

Impacts of Computing

Culture (C) and Social Interactions (SI)

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] 2.IC.SI.01