

Grades 9-12

COMPUTING SYSTEMS

- 1 Identify and describe hardware components.** 9-12.CS.1.1

- 2 Identify and evaluate what computing system resources are required for a specific software program.** 9-12.CS.1.2

- 3 Identify the use of embedded computers in various applications.** 9-12.CS.1.3

- 4 Create or modify a program that uses different forms of input and output.** 9-12.CS.1.4

- 5 Identify how a high level programming language abstracts machine language in a computer program.** 9-12.CS.1.5

- 6 Create a model of how embedded systems sense, process, and interact in a given environment.** 9-12.CS.1.6

DATA AND ANALYSIS

- 1 Use applicable data collection techniques for various scenarios.** 9-12.CS.2.1

- 2 Apply basic techniques for locating, collecting, and understanding the quality of data sets.** 9-12.CS.2.2

- 3 Analyze data and identify patterns through modeling and simulation.** 9-12.CS.2.3

- 4 Use data analysis to show the transformation from data to information to knowledge.** 9-12.CS.2.4

- 5 Use models and simulations to help formulate, refine, and test scientific hypotheses.** 9-12.CS.2.5

- 6 Compare and contrast the viewpoints on cybersecurity from the perspective of security experts, privacy advocates, and the government.** 9-12.CS.2.6

- 7 Analyze the strengths and weaknesses of security policies based on their usage of encryption and authentication strategies.** 9-12.CS.2.7

- 8 Convert between binary, decimal, octal, and hexadecimal representations of data.** 9-12.CS.2.8

- 9 Describe how real-world phenomena such as numbers, Strings, or images are represented as binary in a computer.** 9-12.CS.2.9

10 Analyze the trade-offs among various compression algorithms. 9-12.CS.2.10

**IMPACTS OF
COMPUTING**

- 1 Demonstrate responsible digital citizenship (legal and ethical behaviors) in the use of technology systems and software.** 9-12.CS.3.1

 - 2 Explain the social and economic implications associated with unethical computing practices.** 9-12.CS.3.2

 - 3 Discuss trade-offs such as privacy, safety, and convenience associated with the collection and large-scale analysis of personal information.** 9-12.CS.3.3

 - 4 Identify and evaluate the beneficial and harmful effects of computing innovations on behavior and culture.** 9-12.CS.3.4

 - 5 Debate how the issues of equity, data access, and distribution of computing resources create a digital divide in a global society.** 9-12.CS.3.5

 - 6 Debate laws and regulations that impact the development, security and use of software.** 9-12.CS.3.6

 - 7 Understand and define artificial intelligence.** 9-12.CS.3.7

 - 8 Research and explain the social, moral, ethical, and legal impacts of artificial intelligence systems and respective usage.** 9-12.CS.3.8

 - 9 Explain how computer automation continues to transform society and the global economy (e.g. financial markets, transactions, predictions).** 9-12.CS.3.9

 - 10 Research, analyze, and present how computational thinking has enabled computing to revolutionize business, manufacturing, commerce and society.** 9-12.CS.3.10

 - 11 Evaluate the accessibility of a computational artifact.** 9-12.CS.3.11

 - 12 Describe how computer science shares features with creating and designing an artifact such as in music and art.** 9-12.CS.3.12

 - 13 Understand the ecosystem of open- source software development and its impact on global collaboration.** 9-12.CS.3.13

 - 14 Explain how computer science fosters innovation and enhances other career and disciplines.** 9-12.CS.3.14
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**NETWORKS AND THE
INTERNET**

- 1 Illustrate the basic components of computer networks and protocols.** 9-12.CS.4.1

- 2 Analyze the issues that impact network functionality.** 9-12.CS.4.2

- 3 Describe the data flow that occurs when using Internet-based services.** 9-12.CS.4.3

4 Examine how encryption is essential to ensuring privacy and security over the internet. 9-12.CS.4.4

ALGORITHMS AND PROGRAMMING

1 Diagram the flow of execution and output of a given program. 9-12.CS.5.1

2 Design algorithms using sequence, selection, iteration and recursion. 9-12.CS.5.2

3 Use variable scope and encapsulation to design programs with cohesive and modular components. 9-12.CS.5.3

4 Decompose a complex problem using abstraction through methods and/or classes. 9-12.CS.5.4

5 Demonstrate the value of abstraction to manage problem complexity. 9-12.CS.5.5

6 Demonstrate code reuse by creating programming solutions using APIs and libraries. 9-12.CS.5.6

7 Evaluate the qualities of a program such as correctness, usability, readability, efficiency, portability and scalability through processes such as debugging and code review. 9-12.CS.5.7

8 Compare and contrast simple data structures and their uses. 9-12.CS.5.8

9 Compare software development processes. 9-12.CS.5.9

10 Demonstrate an understanding of the software life cycle process. 9-12.CS.5.10

11 Design and develop a software artifact by leading, initiating, and participating in a team. 9-12.CS.5.11

12 Create collaborative software projects using Integrated Development Environments, or other collaborative tools. 9-12.CS.5.12

13 Understand the positive and negative implications that arise when you add functionality to an existing program. 9-12.CS.5.13

14 Demonstrate how diverse team collaboration improves the design and development of software products. 9-12.CS.5.14

15 Compare a variety of programming languages available to solve problems and develop systems. 9-12.CS.5.15

16 Analyze security issues that might lead to compromised computer programs. 9-12.CS.5.16

17 Classify and define the different types of software licenses in order to understand how to apply each one to a specific software example. 9-12.CS.5.17

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- 18** Analyze the notion of intelligent behavior through the programs that learn and adapt, play games, do image recognition, perform text analysis, and control the behavior of robots. 9-12.CS.5.18
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- 19** Illustrate how mathematical and statistical functions, sets, and logic are used in computation. 9-12.CS.5.19
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- 20** Describe the concept of parallel processing. 9-12.CS.5.20
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- 21** Explore issues surrounding mobile computing. 9-12.CS.5.21
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- 22** Explain the value of heuristic algorithms to approximate solutions for interactable problems. 9-12.CS.5.22
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- 23** Critically examine algorithms and design an original algorithm (e.g. adapt, remix, improve). 9-12.CS.5.23
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- 24** Classify problems as tractable, interactable, or computationally unsolvable. 9-12.CS.5.24