

Grades K-2

Computing Systems K-2.CS

- 1 Devices:** Select and operate appropriate software to perform a variety of tasks and recognize that users have different needs and preferences for the technology they use K-2.CS.01
- 2 Hardware and Software:** Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware) K-2.CS.02
- 3 Troubleshooting:** Describe basic hardware and software problems using accurate terminology K-2.CS.03

Networks and the Internet K-2.NI

- 4 Cybersecurity:** Explain what passwords are and why we use them and use strong passwords to protect devices and information from unauthorized use. K-2.NI.04

Data and Analysis K-2.DA

- 5 Storage:** Store, copy, search, retrieve, modify and delete information using a computing device and define the information stored as data K-2.DA.05
- 6 Collection, Visualization and Transformation:** Collect and present the same data in various visual formats K-2.DA.06
- 7 Inference and Models:** Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions K-2.DA.07

Algorithms and programming K-2.AP

- 8 Algorithms:** Model daily processes by creating and following algorithms (sets of step by step instructions) to complete tasks. K-2.AP.08
- 9 Variables:** Model the way programs store and manipulate data by using numbers or other symbols to represent information K-2.AP.09
- 10 Control:** Develop programs and sequences and simple loops, to express ideas or address a problem K-2.AP.10
- 11 Modularity:** Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions K-2.AP.11

Program Development:

- 12 Develop plans that describe a program's sequence of events, goals, and expected outcomes. [K-2.AP.12](#)
 - 13 Give attribution when using the ideas and creations of others while developing programs [K-2.AP.13](#)
 - 14 Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops [K-2.AP.14](#)
 - 15 Using correct terminology, describe steps taken and choices made during the iterative process of program development [K-2.AP.15](#)
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Impacts of Computing [K-2.IC](#)

- 16 **Culture: Compare how people live and work before and after the implementation or adoption of new computing technology** [K-2.IC.16](#)
 - 17 **Social Interactions: Work respectfully and responsibly with others online.** [K-2.IC.17](#)
 - 18 **Safety Law and Ethics: Keep login information private and log off of devices appropriately.** [K-2.IC.18](#)
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Emerging and Future Technologies [K-2.ET](#)

- A **Explain that the fields of emerging technologies will be evolving and rapidly growing** [K-2.ET.A](#)
- B **Comparing existing and emerging technologies, ideas, and concepts** [K-2.ET.B](#)
- C **Describe how emerging technologies are influencing current events a a local and global scale** [K-2.ET.C](#)
- D **Predict the positive and negative societal, cultural, and economic impacts that emerging and future technologies may generate** [K-2.ET.D](#)
- E **Create new or original work by applying emerging technolgies** [K-2.ET.E](#)