

Computer Science: Cyber Literacy 1

Apply the fundamentals of electricity including the basic movement of electrons and experiments that include chemistry, circuitry, and magnetism. [CL1-1](#)

1 Apply the fundamentals of electricity including the basic movement of electrons and experiments that include chemistry, circuitry, and magnetism. [CL1-1](#)

Apply BASIC Programming including basic coding essentials through flowcharts, the use of simple programming languages, the use of simple programming tasks [CL1-2](#)

2 Apply BASIC Programming including basic coding essentials through flowcharts, the use of simple programming languages, the use of simple programming tasks [CL1-2](#)

Engage with the Parrallax® Boe-Bot® microcontroller as a platform for learning robotics fundamentals. [CL1-3](#)

3 Engage with the Parrallax® Boe-Bot® microcontroller as a platform for learning robotics fundamentals. [CL1-3](#)

Assemble robots to perform various functions through the implementation of sensors. [CL1-4](#)

4 Assemble robots to perform various functions through the implementation of sensors. [CL1-4](#)

Apply programming knowledge including the use of autonomous devices and the use of programming components such

5 Apply programming knowledge including the use of autonomous devices and the use of programming components such as: conditional and unconditional loops, subroutines, variable manipulation [CL1-5](#)

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Relate electrical components like LEDs, piezo-crystal elements, infrared light, and tactile sensors to cyber [CL1-6](#)

6 Relate electrical components like LEDs, piezo-crystal elements, infrared light, and tactile sensors to cyber [CL1-6](#)

Illustrate real world applications and implications of computers and the internet in our society today [CL1-7](#)

7 Illustrate real world applications and implications of computers and the internet in our society today [CL1-7](#)

Deliberate the historical and societal context of cyber. [CL1-8](#)

8 Deliberate the historical and societal context of cyber. [CL1-8](#)

Engage in a lab and project-driven lesson regarding learning about cyberspace. [CL1-9](#)

9 Engage in a lab and project-driven lesson regarding learning about cyberspace. [CL1-9](#)

Engage in a lab and project-driven lesson regarding the ethical concerns about online behavior, cyber bullying, and cybersecurity. [CL1-10](#)

10 Engage in a lab and project-driven lesson regarding the ethical concerns about online behavior, cyber bullying, and cybersecurity. [CL1-10](#)

Engage in a lab and project-driven lesson regarding the ethical concerns about designing autonomous devices and artificial intelligence. [CL1-11](#)

11 Engage in a lab and project-driven lesson regarding the ethical concerns about designing autonomous devices and artificial intelligence. [CL1-11](#)