

# Computer Science: Grade 5

## Algorithms and Programming

- 1 Demonstrate how to decompose a task of complexity into simple tasks and compose a simple task into tasks of complexity.** [5.AP.M.1](#)

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- 2 Modify, incorporate, and test portions of an existing program into their own work, to develop something new or add more advanced features.** [5.AP.M.2](#)

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- 3 Use the iterative process to develop a program to express an idea or address a problem while considering others' perspectives and preferences.** [5.AP.PD.1](#)

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- 4 Describe choices made during program development using code comments, presentations, and demonstrations.** [5.AP.PD.2](#)

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- 5 Observe intellectual property rights and give appropriate attribution (credit) when creating or remixing programs.** [5.AP.PD.3](#)

## Computing Systems

- 1 Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.** [5.CS.T.1](#)

## Data and Analysis

- 1 Recognize how text, images, and sounds are represented as binary numbers in computing devices.** [5.DA.IM.1](#)

## Impacts of Computing

- 1 Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.** [5.IC.C.1](#)

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- 2 Seek diverse perspectives for the purpose of improving computational artifacts.** [5.IC.SI.1](#)

## Networks and the Internet

- 1 Explain the concept of network protocols.** [5.NI.NCO.1](#)

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- 2 Identify the advantages and disadvantages of various network types (e.g., wire, WiFi, cellular data).** [5.NI.NCO.2](#)