

## Impacts of Computing

### **K-1.IC.1**

Identify and discuss how tasks are accomplished with and without computing technology.

### **K-1.IC.2**

Identify and explain classroom and home rules related to computing technologies and digital information.

### **K-1.IC.3**

Identify computing technologies in the classroom, home and community.

### **K-1.IC.6**

With teacher support, identify different ways people interact with computers and computing devices.

## Networks & System Design

### **K-1.NSD.1**

Identify ways people provide input and get output from computing devices.

### **K-1.NSD.2**

Identify basic hardware components that are found in computing devices.

### **K-1.NSD.3**

Identify basic hardware and/or software problems.

### **K-1.NSD.4**

Identify how protocols/rules help people share information over long distances.

## Cybersecurity

### **K-1.CY.1**

Identify reasons for keeping information private.

## Cybersecurity

### **K-1.CY.2**

Identify why it is important to keep your account secure.

### **K-1.CY.5**

Identify when it is appropriate to open and/or click on links or files.

## Digital Literacy

### **K-1.DL.2**

Communicate and work with others using digital tools.

### **K-1.DL.3**

Conduct a basic search based on a provided keyword.

### **K-1.DL.4**

Use at least one digital tool to create a digital artifact.

### **K-1.DL.7**

Identify actions that promote good digital citizenship, and those that do not.

## Impacts of Computing

### **2-3.IC.1**

Identify and analyze how computing technology has changed the way people live and work.

### **2-3.IC.2**

Compare and explain rules related to computing technologies and digital information.

### **2-3.IC.3**

Discuss and explain how computing technology can be used in society and the world.

### **2-3.IC.5**

Identify and discuss how computers are programmed to make decisions without direct human input for daily life.

## Networks & System Design

### **2-3.NSD.1**

Describe and demonstrate several ways a computer program can receive data and instructions (input) and can present results (output).

### **2-3.NSD.3**

Describe and attempt troubleshooting steps to solve a simple technology problem.

### **2-3.NSD.4**

Recognize that information can be communicated using different representations that satisfy different rules.

## Cybersecurity

### **2-3.CY.1**

Compare reasons why an individual should keep information private or make information public.

## Cybersecurity

### **2-3.CY.2**

Compare and contrast behaviors that do and do not keep information secure.

### **2-3.CY.5**

Identify unusual activity of applications and devices that should be reported to a responsible adult.

## Digital Literacy

### **2-3.DL.2**

Communicate and work with others using digital tools to share knowledge and convey ideas.

### **2-3.DL.3**

Conduct basic searches based on student identified keywords.

### **2-3.DL.4**

Use a variety of digital tools and resources to create digital artifacts.

### **2-3.DL.7**

Understand what it means to be part of a digital community and describe ways to keep it a safe, respectful space.

## Impacts of Computing

### **2-3.IC.1**

Identify and analyze how computing technology has changed the way people live and work.

### **2-3.IC.2**

Compare and explain rules related to computing technologies and digital information.

### **2-3.IC.3**

Discuss and explain how computing technology can be used in society and the world.

### **2-3.IC.4**

Identify public and private digital spaces.

## Computational Thinking

### **2-3.CT.1**

Create a model of an object or computational process in order to identify patterns and essential elements of the object or process.

## Networks & System Design

### **2-3.NSD.1**

Describe and demonstrate several ways a computer program can receive data and instructions (input) and can present results (output).

### **2-3.NSD.2**

Explain the function of software in computing systems, using descriptive/precise language.

### **2-3.NSD.3**

Describe and attempt troubleshooting steps to solve a simple technology problem.

## Networks & System Design

### **2-3.NSD.4**

Recognize that information can be communicated using different representations that satisfy different rules.

### **2-3.NSD.5**

Describe and navigate to various locations where digital information can be stored.

## Cybersecurity

### **2-3.CY.1**

Compare reasons why an individual should keep information private or make information public.

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Compare and contrast behaviors that do and do not keep information secure.

### **2-3.CY.5**

Identify unusual activity of applications and devices that should be reported to a responsible adult.

## Digital Literacy

### **2-3.DL.1**

Locate and use the main keys on a keyboard to enter text independently.

### **2-3.DL.2**

Communicate and work with others using digital tools to share knowledge and convey ideas.

### **2-3.DL.3**

Conduct basic searches based on student identified keywords.

### **2-3.DL.4**

Use a variety of digital tools and resources to create digital artifacts.

## Digital Literacy

### **2-3.DL.6**

Describe ways that information may be shared online.

### **2-3.DL.7**

Understand what it means to be part of a digital community and describe ways to keep it a safe, respectful space.

## Impacts of Computing

### 4-6.IC.1

Describe computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.

### 4-6.IC.2

Explain how laws impact the use of computing technologies and digital information.

### 4.6.IC.3

Explain current events that involve computing technologies.

### 4.6.IC.4

Explain who has access to data in different digital spaces.

## Computational Thinking

### 4-6.CT.1

Develop a computational model of a system that shows changes in output when there are changes in inputs.

### 4-6.CT.2

Collect digital data related to a real life question or need.

## Networks & System Design

### 4-6.NSD.2

Model how computer hardware and software work together as a system to accomplish tasks.

### 4-6.NSD.3

Determine potential solutions to solve hardware and software problems using common troubleshooting strategies.

### 4-6.NSD.4

Model how data is structured to transmit through a network.

### 4-6.NSD.5

Describe that data can be stored locally or remotely in a network.



## Cybersecurity

### **4-6.CY.1**

Explain why different types of information might need to be protected.

### **4-6.CY.2**

Describe common safeguards for protecting personal information.

### **4-6.CY.3**

Describe trade-offs between allowing information to be public and keeping information private and secure.

### **4-6.CY.5**

Explain suspicious activity of applications and devices.

## Digital Literacy

### **4-6.DL.1**

Type on a keyboard while demonstrating proper keyboarding technique.

### **4-6.DL.2**

Select appropriate digital tools to communicate and collaborate while learning with others.

### **4-6.DL.3**

Conduct and refine advanced multi-criteria digital searches to locate content relevant to varied learning goals.

### **4-6.DL.4**

Use a variety of digital tools and resources to create and revise digital artifacts.

### **4-6.DL.5**

Identify common features of digital technologies.

### **4-6.DL.6**

Describe persistence of digital information and explain how actions in online spaces can have consequences.

### **4-6.DL.7**

Identify and describe actions in online spaces that could potentially be unsafe or harmful.

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### 4-6.CT.2

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### 4-6.CT.3

Visualize a simple data set in order to highlight relationships and persuade an audience.

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