

KASC ACADEMIC STANDARDS CHECKLIST

COMPUTER SCIENCE

User's Name: _____



Use the columns as a checkoff or a place to take notes to track any curriculum issue. For instance, you might list the unit or marking period in which a standard was mastered, the areas where teachers want additional professional development opportunities, or any issue you need to analyze as you work to enhance your students' performance. See the folder labeled Ideas for Usage for further suggestions on ways to use the checklists and cards.

FIRST GRADE

Networks & The Internet	
E-NI-01 Network Communication & Organization	
1 - Demonstrate how to log in and log out of digital device using age appropriate usernames and passwords.	
E-NI-02 Cybersecurity	
1 - Not introduced until 4th grade	

Data and Analysis	
E-DA-01 Storage	
1 - Open, close and save digital files with prompting and support.	
E-DA-02 Collection, Visualization & Transformation	
1 - Ask questions to collect and visually represent data with prompting and support. 2 - Collect and visually represent data using one digital format with prompting and support.	
E-DA-03 Inference & Models	
1 - Use observations to describe patterns in organized data.	

Algorithms and Programming	
E-AP-01 Algorithms	
1 - Create and use simple algorithms to complete everyday tasks.	
E-AP-02 Variables	
1 - Explain how numbers are used to represent data.	
E-AP-03 Control	
1 - Routinely create simple programs, independently AND collaboratively.	
E-AP-04 Modularity	
1 - Generate the steps needed to solve a simple problem.	
E-AP-05 Modularity	
1 - Use a process to create simple programs, individually AND collaboratively, with prompting and support.	
E-AP-06 Program Development	
1 - Not introduced until 3rd grade	
E-AP-07 Program Development	
1 - Document simple programs, using pictures, in order to share with others and reflect on the process.	
E-AP-08 Program Development	
1 - Analyze and debug simple algorithms which includes sequencing.	

Impacts of Computing	
E-IC-01 Culture	
1 - Describe computing devices used in different careers.	
E-IC-02 Social Interactions	
1 - Describe ways people can communicate using computing devices.	
E-IC-03 Law & Ethics	
1 - Describe the purpose of different websites, with prompting and support.	
E-IC-04 Safety, Law & Ethics	
1 - Identify harmful behaviors when using a connected device.	

Computing Systems	
E-CS-01 Devices	
1 - Use the appropriate device and application or software to complete a given task, with prompting and support.	
E-CS-02 Hardware & Software	
1 - Use appropriate terminology to identify basic software.	
E-CS-03 Troubleshooting	
1 - Describe simple hardware and software problems.	