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.

SECOND GRADE

Networks & The Internet	
E-NI-01 Network Communication & Organization	
2 - Describe the characteristics of a strong password.	
E-NI-02 Cybersecurity	
2 - Not introduced until 4th grade	

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

Algorithms and Programming	
E-AP-01 Algorithms	
2 - Create and use simple algorithms using images, text or visual programming blocks to complete everyday tasks.	
E-AP-02 Variables	
2 - Create a simple model to show how a computer stores information using numbers or symbols.	
E-AP-03 Control	
2 - Routinely create simple programs with sequences using a variety of tools, independently and collaboratively.	
E-AP-04 Modularity	
2 - Generate and correctly order the steps needed to solve a simple problem.	
E-AP-05 Modularity	
2 - Use a process to create simple programs that include sequences.	
E-AP-06 Program Development	
2 - Not introduced until 3rd grade	
E-AP-07 Program Development	
2 - Document simple programs, with pictures and/or text, to share with others and reflect on the process.	
E-AP-08 Program Development	
2 - Analyze and debug algorithms which includes simple loops.	

Impacts of Computing	
E-IC-01 Culture	
2 - Demonstrate how some tasks can be completed with or without a computing device.	
E-IC-02 Social Interactions	
2 - Compare similarities and differences between in person and online communications.	
E-IC-03 Law & Ethics	
2 - Use and cite sources from approved digital materials.	
E-IC-04 Safety, Law & Ethics	
2 - Demonstrate appropriate behavior when sending messages online.	

Computing Systems	
E-CS-01 Devices	
2 - Describe and use the appropriate device and application or software to complete a given task.	
E-CS-02 Hardware & Software	
2 - Describe the function of common hardware and software.	
E-CS-03 Troubleshooting	
2 - Use observations to distinguish between simple hardware and software problems. 3 - Demonstrate common troubleshooting strategies to solve simple hardware and software problems.	