

# 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.

### FOURTH GRADE

#### Networks & The Internet

##### E-NI-01 Network Communication & Organization

4 - Explain how acceptable use policies help protect physical devices and digital information.

##### E-NI-02 Cybersecurity

4 - Describe how computers break down information.

#### Data and Analysis

##### E-DA-01 Storage

4 - Search, modify, and delete digital files.

##### E-DA-02 Collection, Visualization & Transformation

4 - Collect data and determine an appropriate application or format to visually display the data.

##### E-DA-03 Inference & Models

4 - Analyze and interpret data to describe patterns using digital tools.

#### Algorithms and Programming

##### E-AP-01 Algorithms

4 - Create and compare two sets of algorithms for the same task to determine the best solution.

##### E-AP-02 Variables

4 - Modify or remix an existing program that uses a variable.

##### E-AP-03 Control

4 - Routinely create simple programs with sequences, events or loops routinely using a variety of tools, independently and collaboratively.

##### E-AP-04 Modularity

4 - Decompose a problem into parts to facilitate program development.

##### E-AP-05 Modularity

4 - Use a process to create programs that includes loops, sequences or events.

##### E-AP-06 Program Development

4 - Modify, remix or reuse parts of an existing program to create a new program, giving attribution.

##### E-AP-07 Program Development

4 - Document programs and discuss development process with peers, using correct terminology.

##### E-AP-08 Program Development

4 - Analyze and debug algorithms which includes sequencing, loops and events.

## Impacts of Computing

### E-IC-01 Culture

4 - Compare and contrast how computing has changed society from the past to the present.

### E-IC-02 Social Interactions

4 - Use online collaborative spaces ethically and safely to work with other students to solve a problem or reach a goal.

### E-IC-03 Law & Ethics

4 - Compare the relevance and appropriateness of various electronic information sources and digital media.

### E-IC-04 Safety, Law & Ethics

4 - Describe potential strategies to manage and eliminate cyberbullying.

## Computing Systems

### E-CS-01 Devices

4 - Describe the capabilities and limitations of various software and applications for a particular use.

### E-CS-02 Hardware & Software

4 - Describe the capabilities and limitations of various digital devices.

### E-CS-03 Troubleshooting

4 - Describe the causes of hardware, software and connectivity problems.