Taito LEARNING

CSTA
Computer Science Teachers Association
K-12 Computer Science Standards
Revised 2017

Category & Standard code	Key Concept	Subconcept	Passwords and Online Security	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers and Search Engines	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts
Computing Systems															
1A-CS-01	Select and operate appropriate software to perform a variety of tasks, and recognize that users have different needs and preferences for the technology they use.	Devices						K-2	K-2		K-2	K-2	K-2		
1A-CS-02	Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).	Hardware & Software									K-2		K-2		
1A-CS-03	Describe basic hardware and software problems using accurate terminology.	Troubleshooting					K-2								
Networks and the Internet															
1A-NI-04	Explain what passwords are and why we use them, and use strong passwords to protect devices and information from unauthorized access.	Cybersecurity	K-2												
Data and Analysis															
1A-DA-05	Store, copy, search, retrieve, modify, and delete information using a computing device and define the information stored as data	Storage												K-2	
1A-DA-06	Collect and present the same data in various visual formats.	Collection Visualization & Transformation												K-2	K-2
1A-DA-07	Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions.	Inference & Models													K-2

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Algorithms and Programming															
1A-AP-08	Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks	Algorithms													
1A-AP-09	Model the way programs store and manipulate data by using numbers or other symbols to represent information.	Variables													
1A-AP-10	Develop programs with sequences and simple loops, to express ideas or address a problem	Control													
1A-AP-11	Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.	Modularity													
1A-AP-12	Develop plans that describe a program's sequence of events, goals, and expected outcomes.	Program Development													
1A-AP-13	Give attribution when using the ideas and creations of others while developing programs.	Program Development													
1A-AP-14	Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.	Program Development													
1A-AP-15	Using correct terminology, describe steps taken and choices made during the iterative process of program development.	Program Development													
Impacts of Computing															
1A-IC-16	Compare how people live and work before and after the implementation or adoption of new computing technology.	Culture							K-2	K-2					
1A-IC-17	Work respectfully and responsibly with others online.	Social Interactions		K-2	K-2	K-2			K-2						
1A-IC-18	Keep login information private, and log off of devices appropriately.	Safety Law & Ethics	K-2	K-2											