



Category & Standard code	Key Concept	Subconcept	Cyberbullying	Copyright	Digital Footprint	Reliable Information	Data Connectivity	Digital Citizen's Basic Skills	Selecting Correct Device	Selecting Correct Software	Office Software	Troubleshooting	Digital Progress	Critical Thinking ⁺	Data ⁺	Data collection tools ⁺	Basics of AI ⁺
Computing Systems																	
1B-CS-01	Describe how internal and external parts of computing devices function to form a system.	Devices					X		X			X					
1B-CS-02	Model how computer hardware and software work together as a system to accomplish tasks.	Hardware & Software							X	X							
1B-CS-03	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.	Troubleshooting					X					X					
Networks and the Internet																	
1B-NI-04	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the Internet, and reassembled at the destination.	Network Communication & Organization															
1B-NI-05	Discuss real-world cybersecurity problems and how personal information can be protected.	Cybersecurity			X		X*	X				X					
Data and Analysis																	
1B-DA-06	Organize and present collected data visually to highlight relationships and support a claim.	Collection Visualization & Transformation									X				X ⁺	X ⁺	
1B-DA-07	Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea.	Inference & Models													X ⁺	X ⁺	



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Algorithms and Programming																	
1B-AP-16	Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development.	Program Development															
1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations.	Program Development															
Impacts of Computing																	
1B-IC-18	Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.	Culture						X						X			
1B-IC-19	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.	Culture															
1B-IC-20	Seek diverse perspectives for the purpose of improving computational artifacts	Social Interactions															
1B-IC-21	Use public domain or creative commons media, and refrain from copying or using material created by others without permission.	Safety Law & Ethics		X			X*										

* Standard aligned in grade 5 material
 ** Standard aligned using offline materials
[†] To be released in Spring 2025