



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 <sup>+</sup>	Data <sup>+</sup>	Data collection tools <sup>+</sup>	Basics of AI <sup>+</sup>
<b>Computing Systems</b>																	
1B-CS-01	Describe how internal and external parts of computing devices function to form a system.	Devices					•		•			•					
1B-CS-02	Model how computer hardware and software work together as a system to accomplish tasks.	Hardware & Software							•	•							
1B-CS-03	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.	Troubleshooting					•					•					
<b>Networks and the Internet</b>																	
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			•		•*	•				•					
<b>Data and Analysis</b>																	
1B-DA-06	Organize and present collected data visually to highlight relationships and support a claim.	Collection Visualization & Transformation									•				• <sup>+</sup>	• <sup>+</sup>	
1B-DA-07	Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea.	Inference & Models													• <sup>+</sup>	• <sup>+</sup>	





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 †
<b>Algorithms and Programming</b>																	
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															
<b>Impacts of Computing</b>																	
1B-IC-18	Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.	Culture						•						•			
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		•				•*									

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