South Carolina Computer Science and Digital Literacy Content Standards - Kindergarten

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
Digital Literacy															
Standard 1: Use software applications to create an authentic product.															
K.DL.1.1	Recognize a program to use for word processing.											•	•		
K.DL.1.2	Recognize a program to use for creating presentations.														
Standard 2: Learn the fundamentals of digital citizenship and appropriate use of digital media.															
K.DL.2.1	Understand safety rules when using a computing device.		•	•											
Standard 3: Exhibit responsibility when using connected computing devices.															
K.DL.3.1	Learn how to protect personal information (e.g., username, password).		•	•											
Standard 4: Demonstrate effective keyboarding skills on a computing device.															
K.DL.4.1	Locate letter and number keys.	•													
Computing Systems															
Standard 1: Understand that computing devices are used to perform a variety of tasks and take many forms															
K.CS.1.1	Identify traditional computing devices (e.g., tablets, smartphones, desktops, laptops) and non-traditional computing devices (e.g., microwave, oven, car).						•			•					

South Carolina Computer Science and Digital Literacy Content Standards - Kindergarten

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
K.CS.1.2	Recognize that people use computing devices to perform tasks.		•	•	•	•	•	•	•	•	•	•	•	•	
Standard 2: Explore hardware (i.e., physical components) and software of computing systems.															
K.CS.2.1	Use appropriate terminology in naming and identifying hardware (e.g., monitor, keyboard, mouse, earbuds, headphones, printer).										•		•		
K.CS.2.2 L	Learn to handle computing devices with proper care (e.g., do not place food or drink near a computer or tablet; hold tablets or laptops with both hands when transporting them).														
Standard 3: Recognize that computing systems might not work as expected because of hardware or software problems.															
K.CS.3.1	Identify simple hardware problems (e.g., computer is not plugged into power source).						•								
Networks and the Internet															
Standard 1: Discover that computing devices and the internet enable us to connect with other people, places, information, and ideas.															
K.NI.1.1	Recognize that people can communicate with others by using connected computing devices (e.g., cell phones, tablets).			•		•	•		•	•	•	•			
Data and Analysis															
Standard 1: Discover how data can be stored in and retrieved from multiple locations.															
K.DA.1.1	Recognize that data can be collected and stored on different computing devices over time (e.g., progress in a video game).													•	

South Carolina Computer Science and Digital Literacy Content Standards - Kindergarten

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
K.DA.1.2	Recognize that data can be retrieved from different computing devices (e.g., progress in a video game; pictures from a smartphone).													•	
Standard 2: Explore how computing devices collect and display data.															
K.DA.2.1	Identify and give examples of data (e.g., lunch choice, weather conditions).													•	•
Standard 3: Explore how data can be displayed for communication in many ways.															
K.DA.3.1	Recognize data displayed in picture graphs.													•	•
Standard 4: Understand how data can be used to make decisions.															
K.DA.4.1	Draw conclusions and make predictions from picture graphs (e.g., make predictions based on weather data presented in a picture graph).														
Impact of Computing															
Standard 1: Understand how computing devices have changed people's lives.															
K.IC.1.1	List different ways in which computing devices are used in your daily life.					•	•	•	•	•	•	•	•	•	
K.IC.1.2	Discover how some tasks can be completed with or without a computing device.									•					
Standard 2: Discover how computing devices have affected the way people communicate.															
K.IC.2.1	List different computing devices used for communication.					•	•		•	•	•	•	•		

** Standard aligned using offline material

South Carolina Computer Science and Digital Literacy Content Standards - Grade 1

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
Digital Literacy															
Standard 1: Use software applications to create an authentic product.															
1.DL.1.1	Produce a simple sentence using word processing software.														
1.DL.1.2	Create a simple presentation with text and/or image.								•**						
Standard 2: Learn the fundamentals of digital citizenship and appropriate use of digital media.															
1.DL.2.1	Demonstrate appropriate behaviors toward others when using a connected computing device.		•	•	•	•			•						
1.DL.2.2	Recognize and avoid harmful behaviors (e.g., sharing private information).		•	•	•	•									
Standard 3: Exhibit responsibility when using connected computing devices.															
1.DL.3.1	Demonstrate how to log in and log out from a connected computing device.		•												
1.DL.3.2	Recognize the importance of logging out from a connected computing device.		•												
1.DL.3.3	Recognize the difference between public and private information (e.g., personal information).			•											
Standard 4: Demonstrate effective keyboarding skills on a computing device.															
1.DL.4.1	Locate and use letter and number keys.	•													

South Carolina Computer Science and Digital Literacy Content Standards - Grade 1

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
1.DL.4.2	Demonstrate the location of the home row keys.	•													
1.DL.4.3	Develop proper keyboarding technique when keying letters and numbers (e.g., use both hands; utilize proper finger placement on home row keys; use letter and number keys).	•													
Computing Systems															
Standard 1: Understand that computing devices are used to perform a variety of tasks and takemany forms															
1.CS.1.1	Identify tasks that can be performed with computing devices.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.CS.1.2	Recognize some computing devices (e.g., computer, smartphone) can perform a variety of tasks and some computing devices are specialized (e.g., navigation system, game controller).												•		
Standard 2: Explore hardware (i.e., physical components) and software of computing systems.															
1.CS.2.1	Use appropriate terminology in naming and identifying software (e.g., web browser, application).							•				•			
1.CS.2.2	Recognize that software acts on the input to affect the output (e.g., clicking on a mouse opens a program or application; typing on a keyboard displays letters on a screen).														
Standard 3: Recognize that computing systems might not work as expected because of hardware or software problems.															
1.CS.3.1	Identify and describe simple hardware problems. (e.g., headphones, keyboard, and/ or mouse not plugged into the correct port).						•								

South Carolina Computer Science and Digital Literacy Content Standards - Grade 1

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
1.CS.3.2	Identify and describe simple software problems (e.g., volume too soft/loud).														
Networks and the Internet															
Standard 1: Discover that computing devices and the internet enable us to connect with other people, places, information, and ideas.															
1.NI.1.1	Recognize that the internet can be used to gather information.						•	•							
1.NI.1.2	Identify ways to connect with other people (e.g., direct message, voice talk, email, video chat).								•						
Data and Analysis															
Standard 1: Discover how data can be stored in and retrieved from multiple locations.															
1.DA.1.1	Recognize that a variety of data (e.g., music, video, images, text) can be stored in and retrieved from a computing device.													•	
Standard 2: Explore how computing devices collect and display data.															
1.DA.2.1	Identify computing devices (e.g., digital thermometer, video game) that collect and display data.													•	
Standard 3: Explore how data can be displayed for communication in many ways.															
1.DA.3.1	Recognize data displayed in picture graphs, T-charts, tallies, and bar graphs.														•
Standard 4: Understand how data can be used to make decisions.															
1.DA.4.1	Draw conclusions and make predictions from different types of graphs (i.e., object graphs, picture graphs, bar graphs).														

South Carolina Computer Science and Digital Literacy Content Standards - Grade 1

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
Impact of Computing															
Standard 1: Understand how computing devices have changed people's lives.															
1.IC.1.1	Recognize that many different careers use computing devices.									•					
1.IC.1.2	Describe how some tasks can be completed with or without a computing device.									•					
Standard 2: Discover how computing devices have affected the way people communicate.															
1.IC.2.1	Describe the different ways people can communicate using computing devices.						•		•	•					

** Standard aligned using offline material

South Carolina Computer Science and Digital Literacy Content Standards - Grade 2

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
Digital Literacy															
Standard 1: Use software applications to create an authentic product.															
2.DL.1.1	Create text documents using a word processing program.														
1.DL.1.2	Format a text document using a word processing program (e.g., change font style, including underline, italicize, bold; change font size).														
2.DL.1.3	Create a multi-slide presentation with graphics or images using presentation software (e.g., create a new slide; rearrange slides).														
Standard 2: Learn the fundamentals of digital citizenship and appropriate use of digital media.															
2.DL.2.1	Demonstrate how to use appropriate behavior when sending messages online.				•	•			•						
1.DL.2.2	Recognize how to credit work found online (e.g., image, photograph).														
Standard 3: Exhibit responsibility when using connected computing devices.															
2.DL.3.1	Identify the characteristics of a strong password.		•												
2.DL.3.2	Discuss the effects of password misuse.		•												
Standard 4: Demonstrate effective keyboarding skills on a computing device.															
2.DL.4.1	Locate and use letter, number, and punctuation keys.	•													

South Carolina Computer Science and Digital Literacy Content Standards - Grade 2

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
2.DL.4.2	Demonstrate the use of function keys (e.g., shift, enter, backspace, delete, spacebar)	•													
2.DL.4.3	Develop proper keyboarding technique when keying letters, numbers, and symbols (e.g., use both hands; utilize proper finger placement on home row keys; use letter, number, and punctuation keys).	•													
Computing Systems															
Standard 1: Understand that computing devices are used to perform a variety of tasks and takemany forms															
2.CS.1.1	Classify computing devices according to purpose (e.g., navigation, game, communication, all-purpose).										•		•		
2.CS.1.2	Recognize that computing devices have limitations (e.g., printing, screen size, mobility).										•				
2.CS.1.3	Choose the appropriate computing device to complete a given task.										•		•		
Standard 2: Explore hardware (i.e., physical components) and software of computing systems.															
2.CS.2.1	Describe the function of common computing devices and components (e.g., desktop computer, laptop computer, tablet, monitor, keyboard, mouse, printer).										•				
2.CS.2.2	Recognize software that controls computing devices (e.g., use an application to draw on the screen; use software to write a story or control robots).											•	•		
2.CS.2.3	Use appropriate hardware and software to complete a given task.											•	•		

South Carolina Computer Science and Digital Literacy Content Standards - Grade 2

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
Standard 3: Recognize that computing systems might not work as expected because of hardware or software problems.															
2.CS.3.1	Recognize the difference between a simple hardware problem and a simple software problem (e.g., sound problem can mean headphones are unplugged (hardware) or sound is muted (software)).														
Networks and the Internet															
Standard 1: Discover that computing devices and the internet enable us to connect with other people, places, information, and ideas.															
2.NI.1.1	Gather information from the internet with supervision.														
2.NI.1.2	Identify email as one way to communicate digitally								•						
2.NI.1.3	Use technology to work cooperatively and collaboratively with peers, teachers, and others.														
Data and Analysis															
Standard 1: Discover how data can be stored in and retrieved from multiple locations.															
2.DA.1.1	Recognize where data is stored (i.e., on the computing device or elsewhere).													•	
2.DA.1.2	Store data (e.g., image, music) to a computing device.													•	
2.DA.1.3	Retrieve data (e.g., image, music) from a computing device.													•	
Standard 2: Explore how computing devices collect and display data.															
2.DA.2.1	Identify different ways and tools to collect data.														•

South Carolina Computer Science and Digital Literacy Content Standards - Grade 2

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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
2.DA.2.2	Collect, organize, and display data using object graphs, picture graphs, and bar graphs.														•
Standard 3: Explore how data can be displayed for communication in many ways.															
2.DA.3.1	Recognize how different data displays communicate information in different ways.														•
2.DA.3.2	Transform data into a new representation (i.e., object graphs, picture graphs, bar graphs, charts)														•
Standard 4: Understand how data can be used to make decisions.															
2.DA.4.1	Draw conclusions and make predictions from different types of graphs (i.e., picture graphs, bar graphs).														
Impact of Computing															
Standard 1: Understand how computing devices have changed people's lives.															
2.IC.1.1	Identify the ways that computing has changed throughout society.								•	•					
2.IC.1.2	Demonstrate how some tasks can be completed with or without a computing device.									•					
Standard 3: Explore how data can be displayed for communication in many ways.															
2.IC.2.1	Explore similarities and differences between in-person and online communications.								•**						

** Standard aligned using offline material

South Carolina Computer Science and Digital Literacy Content Standards - Grade 3

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Digital Literacy																	
Standard 1: Use software applications to create an authentic product.																	
3.DL.1.1	Create documents (e.g., essays, letters) using a word processing program.																
3.DL.1.2	Edit and format a document using a word processing program to check spelling, change fonts, and change margins.										•						
3.DL.1.3	Format a presentation using presentation software to insert an image/video, change background colors, and change text color.										•						
3.DL.1.4	Understand that bullets are a way to organize a list.										•						
Standard 2: Demonstrate an awareness of fundamentals of digital citizenship.																	
3.DL.2.1	Demonstrate proper digital etiquette appropriate to the medium (e.g., not using all capital letters in an email).							•									
3.DL.2.2	Recognize the disparity with regards to access to technology around the world and discuss ways in which digital equality may be reached.							•									
Standard 3: Exhibit responsibility when using connected computing devices.																	
3.DL.3.1	Understand the importance of acceptable use policies (e.g., to enforce safe internet usage among all members of the community).		•	•	•			•									
3.DL.3.2	Distinguish between online content that is open and free to use and content that is protected by copyright.			•													

South Carolina Computer Science and Digital Literacy Content Standards - Grade 3

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
3.DL.3.3	Understand the notion of "digital footprint" and the permanence and trackability associated with online communication (e.g., email, social media). "				•												
Standard 4: Demonstrate effective keyboarding skills on a computing device.																	
3.DL.4.1	Demonstrate proper keyboarding technique when keying letters, numbers, and symbols at a rate of 5 words per minute.	•															
3.DL.4.2	Use software capabilities to correct errors.									•		•					
Computing Systems																	
Standard 1: Identify and analyze various components and functions of computing devices (e.g., tablets, laptops, smartphones).																	
3.CS.1.1	Compare and contrast computing devices (e.g., tablets, laptops, smartphones).								•	•							
3.CS.1.2	Identify the parts of a computing device (e.g., input devices, output devices, processors).								•								
Standard 2: Analyze the various types and functions of software.																	
3.CS.2.1	Identify actions (e.g., opening a file; closing a window) that are specific to an operating system (e.g., Windows, MacOS, Android, iOS).																
3.CS.2.2	Compare operating systems to application software (e.g., word processor, spreadsheet, presentation software, web browser).																

South Carolina Computer Science and Digital Literacy Content Standards - Grade 3

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Apply troubleshooting strategies for identifying simple hardware and software problems that may occur during use.																	
3.CS.3.1	Troubleshoot simple hardware problems that may occur during use (e.g., hardware is plugged in or batteries charged; sound is muted/unmuted).											•					
3.CS.3.2	Troubleshoot simple software problems that may occur during use (e.g., refresh or close a web browser; close a program).											•					
Networks and the Internet																	
Standard 1: Explore different ways a computer connects to the internet and other computing devices.																	
3.NI.1.1	Identify and distinguish between wireless and wired connections.						•										
Standard 2: Discover the advantages of internet applications.																	
3.NI.2.1	Communicate electronically with others with support from peers, teachers, and others.					•		•									
3.NI.2.2	Recognize particular websites as sources of research.					•											
Data and Analysis																	
Standard 1: Identify various ways in which data is stored and represented.																	
3.DA.1.1	Understand the different types of data storage (e.g., flash drives, hard drives, cloud storage).														†•	†•	

South Carolina Computer Science and Digital Literacy Content Standards - Grade 3

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
3.DA.1.2	Identify various kinds of data (e.g., text, images, sounds, numbers).														††•	††•	
Standard 2: Collect, arrange, and represent data.																	
3.DA.2.1	Identify and give examples of data (e.g., lunch choice, weather conditions).														††•	††•	
3.DA.2.2	Represent data with bar graphs.														††•	††•	
Standard 3: Interpret and analyze data and information.																	
3.DA.3.1	Interpret and analyze given data (i.e., tables).														††•	††•	
Standard 4: Understand the accuracy of conclusions and how they are influenced by the amount of data collected.																	
3.DA.4.1	Draw conclusions from different types of graphs (i.e., scaled bar graphs, line plots).														††•	††•	
3.DA.4.2	Discuss factors that impact accuracy.														††•	††•	
Algorithms and Programming																	
Standard 1: Recognize that many daily tasks can be described as step-by-step instructions (i.e., algorithms).																	
3.AP.1.1	Describe a daily task as a sequence of steps.																
Standard 2: Use an ordered list of steps (i.e., sequential execution) and simple control structures.																	
3.AP.2.1	Describe, using picture models, an ordered list of steps to perform a simple task.																

South Carolina Computer Science and Digital Literacy Content Standards - Grade 3

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Explore how tasks can be decomposed into simple tasks and simple tasks can be composed to form complex tasks.																	
3.AP.3.1	Identify a simple task (e.g., eating breakfast; brushing your teeth; walking to the bus stop).																
3.AP.3.2	Identify a complex task (e.g., getting ready for school).																
Standard 4: Develop a program to express an idea or address a problem.																	
3.AP.4.1	Use picture directions to design a series of steps to complete a simple task.																
3.AP.4.2	Test a series of directions to successfully complete a simple task.																
Impact of Computing																	
Standard 1: Understand how computing devices have changed people's lives.																	
3.IC.1.1	List examples of how computing technology has changed and improved the way people live, work, and interact.												•				
Standard 2: Discover how computing devices have affected the way people communicate.																	
3.IC.2.1	Identify and discuss the relevance and appropriateness of various electronic information sources (e.g., online databases such as Discus; web search engines).					•											

** Standard aligned using offline material
† To be released in Spring 2025
†† Standard aligned in upcoming Data lessons

South Carolina Computer Science and Digital Literacy Content Standards - Grade 4

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Digital Literacy																	
Standard 1: Use software applications to create an authentic product.																	
4.DL.1.1	Create various documents (e.g., essays, posters) using a word processing program and including graphics (e.g., images, headlines).																
4.DL.1.2	Edit and format a document using a word processing program to insert, delete and move material within the document.										•						
4.DL.1.3	Format a presentation using presentation software to resize an image, change fonts, and change style.										•						
4.DL.1.4	Insert and modify a bulleted list in a word processor and presentation software.										•						
Standard 2: Demonstrate an awareness of fundamentals of digital citizenship.																	
4.DL.2.1	Discuss methods for digital communication (e.g., email, instant messaging) and determine the best method for specific needs (e.g., quickly sending large amounts of information).							•									
4.DL.2.2	Recognize and describe the potential risks and benefits associated with various forms of digital communication.							•									
Standard 3: Exhibit responsibility when using connected computing devices.																	
4.DL.3.1	Identify cyberbullying and describe potential strategies to manage and eliminate cyberbullying.		•														
4.DL.3.2	Distinguish legal from illegal processes for downloading, sharing, and modifying online content.			•													

South Carolina Computer Science and Digital Literacy Content Standards - Grade 4

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 4: Demonstrate effective keyboarding skills on a computing device.																	
4.DL.4.1	Demonstrate proper keyboarding technique when keying letters, numbers, and symbols at a rate of 10 words per minute.	•															
4.DL.4.2	Use software capabilities to correct errors.									•		•					
Computing Systems																	
Standard 1: Identify and analyze various components and functions of computing devices (e.g., tablets, laptops, smartphones).																	
4.CS.1.1	Describe what distinguishes humans from machines.																
4.CS.1.2	Identify a variety of computing devices and their functionality (e.g., mobility; available applications such as word processing; communication).								•								
4.CS.1.3	Describe the major hardware components (e.g., memory, processor) of a computing device (e.g., tablets, laptops, smartphones).								•								
Standard 2: Analyze the various types and functions of software.																	
4.CS.2.1	Explore the limitations and advantages of various computing devices for particular uses.								•								
4.CS.2.2	Explore application software (e.g., word processor, spreadsheet, presentation software, web browser)									•	•						

South Carolina Computer Science and Digital Literacy Content Standards - Grade 4

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Apply troubleshooting strategies for identifying simple hardware and software problems that may occur during use.																	
4.CS.3.1	Reboot a computing device correctly.											•					
4.CS.3.2	Identify whether the operating system or an application is the source of an error message.											•					
4.CS.3.3	Identify and describe the causes of hardware (e.g., wiring), connectivity (e.g., no internet connection), and software (e.g., frozen screen) problems.											•					
Networks and the Internet																	
Standard 1: Explore different ways a computer connects to the internet and other computing devices.																	
4.NI.1.1	Identify types of wireless and wired connections (e.g., Wi-Fi, cellular).						•										
Standard 2: Discover the advantages of internet applications.																	
4.NI.2.1	Identify the appropriate use of email as a communication avenue.							•									
4.NI.2.2	Effectively use search engines to find information.					•**											
4.NI.2.3	Identify websites that are appropriate sources of research.					•											
Data and Analysis																	
Standard 1: Identify various ways in which data is stored and represented.																	
4.DA.1.1	Understand what it means to save a file in well-protected storage (e.g., hard drive, flash drive, cloud).														††•	††•	

South Carolina Computer Science and Digital Literacy Content Standards - Grade 4

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
4.DA.1.2	Understand that computing devices have their own language (i.e., binary).														††●	††●	
Standard 2: Collect, arrange, and represent data.																	
4.DA.2.1	Identify and give examples of data (e.g., lunch choice, weather conditions).														††●	††●	
4.DA.2.2	Represent data with bar graphs and line plots.														††●	††●	
Standard 3: Interpret and analyze data and information.																	
4.DA.3.1	Interpret and analyze given graphs (i.e., bar graphs, line plots).														††●	††●	
Standard 4: Understand the accuracy of conclusions and how they are influenced by the amount of data collected.																	
4.DA.4.1	Apply factors that impact the accuracy of a conclusion.														††●	††●	
Algorithms and Programming																	
Standard 1: Recognize that many daily tasks can be described as step-by-step instructions (i.e., algorithms).																	
4.AP.1.1	Use step-by-step instructions to perform tasks (i.e., sequential execution).																
Standard 2: Use an ordered list of steps (i.e., sequential execution) and simple control structures.																	
4.AP.2.1	Use a combination of picture models to reorder a sequence of steps.																
4.AP.2.2	Recognize that the same steps can be ordered in different ways to perform the same task (i.e., simple control structures).																

South Carolina Computer Science and Digital Literacy Content Standards - Grade 4

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Explore how tasks can be decomposed into simple tasks and simple tasks can be composed to form complex tasks.																	
4.AP.3.1	Compose simple tasks (e.g., eating breakfast; brushing your teeth; walking to the bus stop) into a complex task (e.g., getting ready for school).																
4.AP.3.2	Decompose a complex task (e.g., getting ready for school) into simple tasks (e.g., eating breakfast; brushing your teeth; walking to the bus stop).																
Standard 4: Develop a program to express an idea or address a problem.																	
4.AP.4.1	Use picture directions to design a series of steps to complete a complex task.																
4.AP.4.2	Test a series of directions to successfully complete a complex task.																
Impact of Computing																	
Standard 1: Discuss how computing has impacted society																	
4.IC.1.1	Compare and contrast how computing has changed society from the past to the present.												•				
Standard 2: Evaluate the relevance and appropriateness of electronic information sources																	
4.IC.2.1	Compare the relevance and appropriateness of various electronic information sources (e.g., online databases such as Discus; web search engines).					•											

** Standard aligned using offline material
† To be released in Spring 2025
†† Standard aligned in upcoming Data lessons

South Carolina Computer Science and Digital Literacy Content Standards - Grade 5

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Digital Literacy																	
Standard 1: Use software applications to create an authentic product.																	
5.DL.1.1	Create various documents using a word processing program with various page elements (e.g., headers, footers, citations, tables, textboxes).																
5.DL.1.2	Edit and format a document using a word processing program to change page and paragraph layouts.										•						
5.DL.1.3	Format a presentation using presentation software (e.g., add transitions and speaker notes).										•						
5.DL.1.4	Demonstrate an effective use of a bulleted list in a word processor and presentation software.										•						
5.DL.1.5	Add data to spreadsheet software and create a simple graph.																
Standard 2: Demonstrate an awareness of fundamentals of digital citizenship.																	
5.DL.2.1	Demonstrate an understanding of digital security (i.e., protecting your digital information).			•	•			•									
5.DL.2.2	Demonstrate an understanding of digital rights and responsibilities (e.g., privacy, respectful communication).			•	•			•									
Standard 3: Exhibit responsibility when using connected computing devices.																	
5.DL.3.1	Demonstrate awareness of software piracy and its consequences.			•				•									
5.DL.3.2	Understand the legal ramifications for sending or receiving inappropriate content (e.g., cyberbullying, harassment)."		•														

South Carolina Computer Science and Digital Literacy Content Standards - Grade 5

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 4: Demonstrate effective keyboarding skills on a computing device.																	
5.DL.4.1	Demonstrate proper keyboarding technique when keying letters, numbers, and symbols at a rate of 15 words per minute.	•															
5.DL.4.2	Use software capabilities to correct errors.									•		•					
5.DL.4.3	Demonstrate proper use of software capabilities to name, save, and retrieve information (e.g., organizing files and folders; following naming conventions).																
Computing Systems																	
Standard 1: Identify and analyze various components and functions of computing devices (e.g., tablets, laptops, smartphones).																	
5.CS.1.1	Select the appropriate computing device for an application (e.g., writing an essay on a laptop versus on a smartphone).								•								
5.CS.1.2	Explain the importance of the major hardware components of the computing device (e.g., input and output devices, processors).								•								
Standard 2: Analyze the various types and functions of software.																	
5.CS.2.1	Justify the use of different computing devices for relevant tasks.								•								
5.CS.2.2	Explore and compare multiple software applications (e.g., word processor, spreadsheet, presentation software, web browser).									•	•						

South Carolina Computer Science and Digital Literacy Content Standards - Grade 5

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Apply troubleshooting strategies for identifying simple hardware and software problems that may occur during use.																	
5.CS.3.1	Identify simple hardware problems (e.g., computer is not plugged into power source).						•					•					
5.CS.3.2	Identify the computing device components that may cause various problems.											•					
Networks and the Internet																	
Standard 1: Explore different ways a computer connects to the internet and other computing devices.																	
5.NI.1.1	Identify the advantages and disadvantages of various network types (e.g., wired, Wi-Fi, cellular data).						•										
Standard 2: Discover the advantages of internet applications.																	
5.NI.2.1	Recognize video conferencing as a communication avenue.					•		•									
5.NI.2.2	Modify search criteria and use advanced search tactics to improve search results					•**											
5.NI.2.3	Utilize websites that are appropriate sources of research.																
Data and Analysis																	
Standard 1: Identify various ways in which data is stored and represented.																	
5.DA.1.1	Save and retrieve files on computing devices.														††•	††•	
5.DA.1.2	Recognize how text, images, and sounds are represented as binary numbers in computing devices.														††•	††•	

South Carolina Computer Science and Digital Literacy Content Standards - Grade 5

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 2: Collect, arrange, and represent data.																	
5.DA.2.1	Compare and contrast tools for collecting data.														††●	††●	
5.DA.2.2	Determine the most effective way to represent a given data set (e.g., bar graphs, line plots).														††●	††●	
Standard 3: Interpret and analyze data and information.																	
5.DA.3.1	Compare and contrast models (e.g., graphs, tables) for data analysis.														††●	††●	
Standard 4: Understand the accuracy of conclusions and how they are influenced by the amount of data collected.																	
5.DA.4.1	Discuss accuracy based on data available.														††●	††●	
Algorithms and Programming																	
Standard 1: Recognize that many daily tasks can be described as step-by-step instructions (i.e., algorithms).																	
5.AP.1.1	Execute a sequence of instructions (i.e., algorithm) that mimic a daily task.																
Standard 2: Use an ordered list of steps (i.e., sequential execution) and simple control structures.																	
5.AP.2.1	Recognize that a sequence of steps can be repeated.																
5.AP.2.2	Identify the result of a conditional statement (e.g., in the statement, "If it is dark, then turn on the light," the result is the lights turning on).																

South Carolina Computer Science and Digital Literacy Content Standards - Grade 5

Taito LEARNING

Key Concepts	Descriptive Statement	TypeTastic Keyboarding Curriculum	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 †
Standard 3: Explore how tasks can be decomposed into simple tasks and simple tasks can be composed to form complex tasks.																	
5.AP.3.1	Compose multiple levels of simple tasks (e.g., eating breakfast can include going to the table, sitting down in a chair, and picking up a spoon; brushing your teeth; walking to the bus stop) to make a more complex task.																
5.AP.3.2	Decompose a complex task of higher complexity (e.g., cooking a meal) into simple tasks (e.g., selecting a recipe, getting the ingredients, preparing the food, and serving the meal, where the task of getting the ingredients can be decomposed into writing a shopping list, going to a store, selecting and buying the ingredients, and going home).																
Standard 4: Develop a program to express an idea or address a problem.																	
5.AP.4.1	Use picture directions to design a series of steps to complete a complex task																
5.AP.4.2	Test a series of directions to successfully complete a complex task.																
Impact of Computing																	
Standard 1: Discuss how computing has impacted society																	
5.IC.1.1	Discuss the positive and negative impacts of computing on society.							•					•				
Standard 2: Evaluate the relevance and appropriateness of electronic information sources																	
5.IC.2.1	Demonstrate an understanding of the relevance and appropriateness of various electronic information sources (e.g., online databases such as Discus; web search engines)."					•											

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