



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	CodeMonkey Curriculum
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							•	•						
1A-IC-17	Work respectfully and responsibly with others online.	Social Interactions		•	•	•			•							
1A-IC-18	Keep login information private, and log off of devices appropriately.	Safety Law & Ethics	•	•												

* CodeMonkey sold separately for current customers