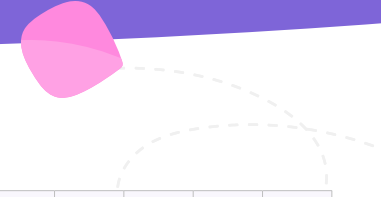




Category & Standard code	Key Concept	Subconcept	Cyberbullying	Copyright	Digital Footprint	Reliable Information	Data Connectivity	Digital Citizen's Basic Skills	Selecting Correct Device	Selecting Correct Software	Office Software	Troubleshooting	Digital Progress	Critical Thinking <sup>+</sup>	Data <sup>+</sup>	Data collection tools <sup>+</sup>	Basics of AI <sup>+</sup>	CodeMonkey Curriculum
<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>		

[illegible]



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

\* Standard aligned in grade 5 material

\*\* Standard aligned using offline materials

<sup>†</sup> To be released in Spring 2025

<sup>††</sup> CodeMonkey curriculum available for purchase by existing customers.