



Florida's State Academic Standards for Computer Science	Concept	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 <sup>+</sup>	Data	Data collection tools <sup>+</sup>	Basics of Al $^{\scriptscriptstyle \dagger}$	CodeMonkey Coding Curriculum
Communication and C	Collaboration																	
SC.4 CC.1 Demonstrate	effective communication both individually and collaborativ	vely.																
SC.4.CC.1.1	Demonstrate ways that technology can foster teamwork.							•			•							
SC.4.CC.1.2	Demonstrate collaboration and problem-solving.											•*	•*					
SC.4.CC.1.3	Discuss ways that collaboration can lead to innovation.												•*					
SC.4.CC.1.4	Explain why providing and receiving feedback from others can improve performance for projects.																	
SC.4.CC.1.5	Compare different communication technologies.							•										
SC.4.CC.2 Evaluate digi	tal information resources.																	
SC.4.CC.2.1	Gather information from a variety of digital resources.					•												
SC.4.CC.2.2	Organize information from digital resources.								•		•				•			
Personal Health and Safety																		
SC.4.HS.1. Practice safe	and healthy Internet practices.																	
SC.4.HS.1.1	Discuss what makes websites and applications appropriate for use at school.					•												
SC.4.HS.1.2	Discuss how websites and applications can be utilized for different purposes.																	





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SC.4.HS.1.3	Evaluate the permanence of content posted online.				•													
SC.4.HS.1.4	Identify the legal and social consequences of cyberbullying.			•														
SC.4.HS.2. Explore the	mental and physiological effects of digital device use.																	
SC.4.HS.2.1	Identify the impact of digital device usage on behavior.							•										
Computing Compone	nts																	
SC.4.CO.1 Introduce fou	ndational computer literacy skills.																	
SC.4.CO.1.1	Demonstrate keyboarding skills for communication.	•						•										
SC.4.CO.1.2	Create and edit multimedia artifacts using digital tools.										٠							
SC.4.CO.1.3	Publish multimedia artifacts using digital tools based on feedback.																	
SC.4.CO.1.4	Determine whether software can be described as a system or application software.																	
SC.4.CO.1.5	Troubleshoot digital problems that may occur during daily use.											•						
SC.4.CO.1.6	Discuss ways computers connect.						•											
SC.4.CO.1.7	Compare hardware and software.								•									
Programming and Sof	ftware Engineering																	
SC.4.PE.1 Explain the pu	irpose of coding.																	
SC.4.PE.1.1	Explain that when writing programs, a specific initial program environment is necessary.																	•**
SC.4.PE.1.2	Create a condition that will modify a situation or value in the program.																	•**





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SC.4.PE.2 Classify visual representations of data.																		
SC.4.PE.2.1	Collect, organize and graph data.															•		
SC.4.PE.2.2	Analyze a graphical representation of data.														•	•		
SC.4.PE.3. Analyze problem-solving strategies.																		
SC.4.PE.3.1	Describe how computational thinking can be used to solve real-world issues in science and engineering.																	
SC.4.PE.3.2	Create a list of steps (algorithm) to solve a real-world problem.																	•**
Technological Impact																		
SC.4.TI.1 Research a peri	od of technological progress.																	
SC.4.TI.1.1	Explain how over time digital literacy has been used to simplify tasks and functions.							•					•					
SC.4.TI.1.2	Explore and identify the functions of adaptive technologies and how they have changed over time.							•					•					
SC.4.TI.1.3	Explain how Artificial Intelligence (AI) affects our ability to access, create and modify content.																	
SC.4.TI.1.4	Compare human and computer performance on similar tasks.																	
SC.4.TI.2 Explain the cor	nsequences of the misuse of information.																	
SC.4.TI.2.1	Define plagiarism and explore the impacts of plagiarized materials.			•														

\* Standard aligned using offline materials \*\* CodeMonkey Coding Curriculum sold separately for current customers

<sup>+</sup> To be released in 2025