



Strand	Standard	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	* CodeMonkey Curriculum
K-2.CAS.b - Ethics and Laws																
K-2.CAS.b.1	Define good digital citizenship as using technology safely, responsibly, and ethically.		•	•	•	•										
K-2.CAS.b.2	Demonstrate responsible use of computers, peripheral devices, and resources as outlined in school rules (Acceptable Use Policy (AUP) K-2).															
K-2.CAS.b.3	Explain who owns a digital artifact															
K-2.CAS.b.4	Explain the importance of giving credit to media creators/owners when using their work.															
K-2.CAS.c - Interpersonal and Societal Impact																
K-2.CAS.c.1	Identify and describe how people use many types of technologies in their daily work and personal lives.						•		•	•	•	•	•	•		
K-2.CAS.c.2	Explain that the purpose of advertisements is to sell things to people, while content provides information to people.							•*								
K-2.DTC - Digital Tools and Collaboration (DTC)																
K-2.DTC.a - Digital Tools																
K-2.DTC.a.1	Operate a variety of digital tools (e.g., open/close, find, save/print, navigate, use input/output devices).															
K-2.DTC.a.2	Identify, locate, and use letters, numbers, and special keys on a keyboard (e.g., space bar, Shift, Delete).	•														
K-2.DTC.a.3	Define a digital artifact as digital content.													•		



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K-2.CS - Computing Systems (CS)																
K-2.CS.a - Computing Devices																
K-2.CS.a.1	Identify different kinds of computing devices in the classroom and other places (e.g., laptops, tablets, smart phones, desktops, printers).						•				•	•	•			
K-2.CS.a.2	Explain that a computing device runs when a program or command is executed.											•				
K-2.CS.a.3	Operate a variety of computing systems (e.g., turn on, use input/output devices such as a mouse, keyboard, or touch screen; find, navigate, launch a program).										•	•				
K-2.CS.b - Human and Computer Partnerships																
K-2.CS.b.1	Explain that computers are different from living things because computers rely on electricity to operate and do not grow, reproduce, or need food, air, or water to operate.															
K-2.CS.b.2	Discriminate between tasks that are best completed by humans or by computers (e.g., a human can solve simple mathematical problems involving a few numbers; machines can solve very complicated mathematical problems involving hundreds, thousands, or millions of numbers).									•						
K-2.CS.b.3	Recognize that different tools can solve the same problem (e.g., pen and paper, calculators, and smart phones can all be used to solve simple mathematical problems)									•						



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K-2.CS.c - Networks																
K-2.CS.c.1	Explain that the Internet links computers and devices locally and around the world allowing people to access and communicate information.						•									
K-2.CS.d - Services – There are no standards in this strand for this grade span.																
K-2.CT - Computational Thinking (CT)																
K-2.CT.a - Abstraction																
K-2.CT.a.1	List the attributes of a common object, for example, cars have a color, type (pickup, van, or sedan), engine size, etc.															
K-2.CT.b - Algorithms																
K-2.CT.b.1	Define an algorithm as a sequence of defined steps.															•**
K-2.CT.b.2	Create simple algorithm, individually and collaboratively, without using computers to complete a task (e.g., making a sandwich, getting ready for school, checking a book out of the library).															•**
K-2.CT.b.3	Enact an algorithm using tangible materials (e.g., manipulatives, your body) or present the algorithm in a visual medium (e.g., storyboard).															
K-2.CT.c - Data																
K-2.CT.c.1	Explain that computers can save information as data that can be stored, searched, retrieved, and deleted.													•		



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K-2.CT.c.2	Identify different kinds of data (e.g., text, charts, graphs, numbers, pictures, audio, video, collections of objects.)													•	•	
K-2.CT.c.3	Identify, research, and collect a data set on a topic, issue, problem, or question using age-appropriate digital technologies.														•	
K-2.CT.c.4	Propose a developmentally appropriate solution to a problem or question based on an analysis of the data and critical thinking, individually and collaboratively.															
K-2.CT.c.5	Create data visualizations (e.g., charts and infographics), individually and collaboratively.															
K-2.CT.d - Programming and Development																
K-2.CS.d.1	Define a computer program as a set of commands created by people to do something.															• **
K-2.CS.d.2	Explain that computers only follow the program's instructions.															• **
K-2.CS.d.3	Construct a simple program using tools that that do not require a textual programming language (e.g., a block-based programming language).															• **
K-2.CT.e - Modeling and Simulation																
K-2.CT.e.1	Define simulation and identify the concepts illustrated by a simple simulation (e.g., growth and health, butterfly life cycle).															
K-2.CT.e.2	Describe how models represent a real-life system (e.g., globe, map).															

* Standard aligned using offline materials

** CodeMonkey Coding Curriculum sold separately for current customers