



Illinois Computer Science Standards - Grades K-2	Standard description	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
Computing Systems															
Devices															
K-2.CS.1	Select and operate appropriate software to perform a variety of tasks and recognize that users have different needs and preferences for the technology they use.						•	•			•				
Hardware and Software															
K-2.CS.1	Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).									•		•			
Troubleshooting															
K-2.CS.03	Describe basic hardware and software problems using accurate terminology.														
Networks and the Internet															
Cybersecurity															
K-2.NI.04	Explain what passwords are and why we use them and use strong passwords to protect devices and information from unauthorized access.	•	•												
Data and Analysis															
Storage															
K-2.DA.05	Store, copy, search, retrieve, modify, and delete information using a computing device and define the information stored as data.												•		
Collection, Visualization, and Transformation															
K-2.DA.06	Collect and present the same data in various visual formats.													•	



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Interference and Models															
K-2.DA.07	Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions.													•	
Algorithms and Programming															
Algorithms															
K-2.AP.08	Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks.														•**
Variables															
K-2.AP.09	Model the way programs store and manipulate data by using numbers or other symbols to represent information.														•**
Control															
K-2.AP.10	Develop programs with sequences and simple loops, to express ideas or address a problem.														•**
Modularity															
K-2.AP.11	Decompose (break down) the steps needed to solve a problem into a precise sequence of instructions.														•**
Program Development															
K-2.AP.12	Develop plans that describe a program's sequence of events, goals, and expected outcomes.														•**
K-2.AP.13	Give attribution when using the ideas and creations of others while developing programs.														
K-2.AP.14	Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.														•**
K-2.AP.15	Using correct terminology, describe steps taken and choices made during the iterative process of program development.														•**



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Impacts of Computing															
Culture															
K-2.IC.16	Compare how people live and work before and after the implementation or adoption of new computing technology.								•						
Social Interactions															
K-2.IC.17	Work respectfully and responsibly with others online.		•	•	•			•							
Safety Law and Ethics															
K-2.IC.18	Keep login information private and log off of devices appropriately.	•													
Emerging and Future Technologies															
K-2.ET.A	Explain that the field of emerging technologies will be evolving and rapidly growing.								•						
K-2.ET.B	Compare existing and emerging technologies, ideas, and concepts.								•						
K-2.ET.C	Describe how emerging technologies are influencing current events at a local and global scale.								•						
K-2.ET.D	Predict the positive and negative societal, cultural, and economic impacts that emerging and future technologies may generate.														
K-2.ET.E	Create new or original work by applying emerging technologies.														

* Standard aligned using offline materials

** CodeMonkey Coding Curriculum sold separately for current customers