2023 Indiana Academic Standards - Grades K-2

Taito LEARNING

Indiana Academic Standards Digital Media

Standards identified as essential for mastery by the end of the grade band are indicated with gray shading and an (“E”) The learning outcome statement for each domain immediately precedes each set of standards.

2023 Indiana Academic Standards: Grades K-2 Computer Science	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
Data & Information															
Learning Outcome: Students collect, store, visualize, and transform data to make inferences and predictions about the world.															
K-2.DI.1	Identify and collect data using digital tools (e.g., take pictures of all blue items, create a document with things that start with “a”).													•	
K-2.DI.2	Define stored information as data and when appropriate, copy, search, retrieve, modify, and delete it.												•		
K-2.DI.3	Model that data can be stored and manipulated using numbers or symbols to represent information.												•	•	
K-2.DI.4	Organize and present data in different visual formats such as charts, graphs, and symbols, and identify and describe patterns to make predictions. (“E”)													•	
Computing Devices & Systems															
Learning Outcome: Students identify a computing system as being composed of hardware and software, troubleshooting common problems and generating solutions based on the needs of the user															
K-2.CD.1	Use appropriate terminology in identifying and describing computer hardware. (E)									•	•	•			
K-2.CD.2	Describe and troubleshoot basic hardware and software problems using appropriate terminology.														
K-2.CD.3	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.							•			•	•			
Programs & Algorithms															
Learning Outcome: Students model complex tasks using algorithmic problem solving and develop simple computing programs to represent them.															
K-2.PA.1	Breakdown and plan the order of the steps needed for a desired outcome to accomplish the goal. (“E”) describing computer hardware. (E)														•**

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K-2.PA.2	Using age-appropriate vocabulary, explain steps taken and choices made to improve the design of a sequence.														•**
K-2.PA.3	Develop programs with sequences and simple loops to express ideas or address a problem. (“E”)														•**
K-2.PA.4	Identify and fix (debug) errors in sequences and simple loops.														•**
K-2.PA.5	Model daily processes by creating and following algorithms (i.e., sets of step-by-step instructions) to complete tasks. (“E”)														•**
K-2.PA.6	Give attribution when using the ideas and creations of others while developing programs.														
Networking & the Internet															
Learning Outcome: Students explain that information shared over connected computer networks must be protected from unauthorized access.															
K-2.NI.1	Explain what passwords are, why they are used, and why it is important to develop strong passwords to protect devices and information. (“E”)	•													
Impact & Culture															
Learning Outcome: Students explain how computing affects the way people live, work, and communicate.															
K-2.IC.1	Compare and contrast the effects of technology on communities and social interactions.							•	•						
K-2.IC.2	Identify expected behaviors for working responsibly with others online. (“E”)		•	•	•			•							
K-2.IC.3	Describe how to keep login information private and log off of devices appropriately.		•												