



Missouri Grades 3-5 Computer Science	Standard description	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	Data	Data Collection & Visualization	Basics of AI +	CodeMonkey Curriculum
<b>Computing Systems</b>																	
<b>Hardware &amp; Software</b>																	
<b>3rd Grade</b>																	
3.CS.HS.01	Model how information flows through hardware and software to accomplish tasks.							•						•			
<b>4th Grade</b>																	
4.CS.HS.01	Model that information is translated, transmitted and processed in order to flow through hardware and software.													•			
<b>5th Grade</b>																	
5.CS.HS.01	Model that information is translated into bits in order to transmit and process between software to accomplish tasks.													•			
<b>Troubleshooting</b>																	
<b>3rd Grade</b>																	
3.CS.T.01	Identify, using accurate terminology, simple hardware and software problems that may occur during everyday use, discuss problems with peers and adults and apply strategies for solving these problems (e.g., refresh the screen, closing and reopening an application or file, unmuting or adjusting the volume on headphones).										•						
<b>4th Grade</b>																	
4.CS.T.01	Identify, using accurate terminology, simple hardware and software problems that may occur during everyday use, discuss problems with peers and adults and apply strategies for solving these problems (e.g., rebooting the computing device, checking the power, force shut down of an application).										•						







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<b>Collection, Visualization &amp; Transformation</b>																	
<b>3rd Grade</b>																	
3.DA.CVT.01	Collect data using various programs and formats (e.g., surveys, forms) and organize the data in various visual formats (e.g., charts, graphs, tables).														•*		
<b>4th Grade</b>																	
4.DA.CVT.01	Organize and present collected data visually to highlight comparisons.														•*		
<b>5th Grade</b>																	
5.DA.CVT.01	Organize and present collected data to highlight comparisons and support a claim.														•*		
<b>Inference &amp; Models</b>																	
<b>3rd Grade</b>																	
3.DA.IM.01	With guidance, utilize data to make predictions and discuss whether there is adequate data to be useful and to make reliable predictions.														•*		
<b>4th Grade</b>																	
4.DA.IM.01	Determine how the accuracy of conclusions are influenced by the amount of useful and reliable data collected.														•*		
<b>5th Grade</b>																	
5.DA.IM.01	Use reliable data to highlight or propose cause and effect relationships, predict outcomes or communicate an idea.														•*		









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4.AP.PD.03	Analyze, create and debug a program that includes sequencing, repetition, conditionals and variables in a programming language.																	•**
4.AP.PD.04	Communicate and explain your program development using comments, presentations and interactive demonstrations.																	
<b>5th Grade</b>																		
5.AP.PD.01	Use an iterative and collaborative process to plan the development of a program that includes other perspectives and user preferences while solving simple problems.																	
5.AP.PD.02	Observe intellectual property rights and give appropriate credit when creating or remixing programs.		•				•											
5.AP.PD.03	Analyze, examine, create and debug a program that includes sequencing, repetition, conditionals and variables in a programming language.																	•**
5.AP.PD.04	Communicate and explain your program development using comments, presentations and interactive demonstrations.																	
<b>Impacts of Computing</b>																		
<b>Culture</b>																		
<b>3rd Grade</b>																		
3.IC.C.01	Identify computing technologies that have changed the world and express how those technologies influence, and are influenced by, cultural practices.						•					•						
3.IC.C.02	Identify possible problems and how computing devices have built in features for increasing accessibility to all users.											•*						





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<b>5th Grade</b>																	
5.IC.SI.01	Develop a code of conduct, explain and practice grade-level appropriate behavior and responsibilities while participating in an online community (e.g., talking safely online, promoting good digital citizens, privacy settings, cyberbullying). Identify and report inappropriate behavior and know how to report cyberbullying.	•	•	•													
<b>Safety, Law &amp; Ethics</b>																	
<b>3rd Grade</b>																	
3.IC.SLE.01	Identify types of digital data that may have intellectual property rights that prevent copying or require attribution.		•														
3.IC.SLE.02	Discuss the importance of a positive digital footprint.			•													
<b>4th Grade</b>																	
4.IC.SLE.01	Discuss the social impact of violating intellectual property rights.		•														
4.IC.SLE.02	Discuss and understand the implications of a negative digital footprint.			•													
<b>5th Grade</b>																	
5.IC.SLE.01	Observe intellectual property rights and give appropriate credit when using resources.		•														
5. IC.SLE.02	Continue to discuss and understand the implications of positive and negative digital footprints and that they never go away.			•													

\* Standard aligned using offline materials  
 \*\* CodeMonkey sold separately for current customers  
 † To be released in 2025

