

Missouri Grades K-2 Computer Science Performance Standards

Grades K-2 Computer Science Performance Standards	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															
Kindergarten															
K.CS.D.01	With guidance, follow directions and make appropriate choices to use computing devices to perform a variety of tasks.	•	•	•	•		•	•		•		•	•		
1st Grade															
1.CS.D.01	With guidance, select and use a computing device to perform a variety of tasks for an intended outcome.							•				•	•		
2nd Grade															
2.CS.D.01	Select and use a computing device to perform a variety of tasks for an intended outcome.							•				•	•		
Hardware & Software															
Kindergarten															
K.CS.HS.01	Use appropriate terminology in naming and describing the function of common computing devices and components (e.g., mouse is used to control the cursor, desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer).									•		•			
K.CS.HS.02	With guidance, choose appropriate software to perform a variety of tasks.										•	•			
1st Grade															
1.CS.HS.01	Use appropriate terminology to locate and identify common computing devices and components, in a variety of environments (e.g., desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer).									•		•			



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1.CS.HS.02	With little support, choose appropriate software to perform a variety of tasks.										•	•			
2nd Grade															
2.CS.HS.01	Identify the components of a computer system and what the basic functions are (e.g., hard drive and memory) as well as peripherals (e.g., printers, scanners, external hard drives) and external storage features and their uses (e.g., cloud storage).									•					
2.CS.HS.02	Independently choose appropriate software to perform a variety of tasks.										•	•			
Troubleshooting															
Kindergarten															
K.CS.T.01	Recognize that computing systems might not work as expected and learn to use accurate terminology to identify simple hardware or software problems (e.g., volume turned down on headphones, monitor turned off, keyboard not working, mouse not working).														
1st Grade															
1.CS.T.01	Identify, using accurate terminology, simple hardware and software problems that may occur during use (e.g., app or program is not working as expected, no sound is coming from the device, caps lock turned on).														
2nd Grade															
2.CS.T.01	Identify using accurate terminology, simple hardware and software problems that may occur during use (e.g., app or program is not working as expected, no sound is coming from the device, caps lock turned on) and discuss problems with peers and adults.														



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Networks & the Internet															
Network Communication & Organization															
Kindergarten															
K.NI.NCO.01	Discuss that computing devices can be connected together. (e.g., printers connect to devices, phone/tablet share information).														
1st Grade															
1.NI.NCO.01	Recognize that by connecting computing devices together they can share information (e.g., remote storage, printing, the internet).					•									
2nd Grade															
2.NI.NCO.01	Recognize that computing devices can be connected at various scales (e.g., Bluetooth, Wi-Fi, hotspot, LAN, WAN, peer-to-peer).					•									
Cybersecurity															
Kindergarten															
K.NI.C.01	Discuss what passwords are and why we do not share them with others. With guidance, use passwords to access technological devices, apps, etc.	•													
1st Grade															
1.NI.C.01	Identify what passwords are and explain why they are not shared. Discuss what makes a password strong. Independently, use passwords to access technological devices, apps, etc.	•													



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2nd Grade															
2.DA.CVT.01	With guidance, collect and present the same data in various visual formats.													•	
Inference & Models															
Kindergarten															
K.DA.IM.01	With guidance, draw conclusions and make predictions based on picture graphs or patterns (e.g., make predictions based on weather data presented in a picture graph or complete a pattern).														
1st Grade															
1.DA.IM.01	With guidance, identify and interpret data from a chart or graph (visualization) in order to make a prediction, with or without a computing device.														
2nd Grade															
2.DA.IM.01	With guidance, construct and interpret data and present it in a chart or graph (visualization) in order to make a prediction, with or without a computing device.														
Algorithms & Programming															
Algorithms															
Kindergarten															
K.APA.01	With guidance, model daily processes and follow algorithms (sets of step-by-step instructions) to complete tasks verbally, kinesthetically, with robot devices or a programming language.														•*



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1st Grade															
1.APA.01	With guidance, model daily processes and follow algorithms (sets of step-by-step instructions) to complete tasks verbally, kinesthetically, with robot devices or a programming language.														●*
2nd Grade															
2.APA.01	With guidance, model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks verbally, kinesthetically, with robot devices or a programming language.														●*
Variables															
Kindergarten															
K.APV.01	With guidance, recognize that computers represent different types of data using numbers or other symbols.														●*
1st Grade															
1.APV.01	With guidance, model the way that a program accesses stored data using a variable name.														●*
2nd Grade															
2.APV.01	Model the way a computer program manipulates grade level appropriate data (e.g., print, numbers, kinesthetic movement, symbols, robot manipulatives).														●*
Control															
Kindergarten															
K.APC.01	With guidance, independently or collaboratively create programs to accomplish tasks using a programming language, robot device or unplugged activity that includes sequencing (i.e., emphasizing the beginning, middle and end).														●*



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1st Grade															
1.AP.C.01	With guidance, independently or collaboratively create programs to accomplish tasks using a programming language, robot device or unplugged activity that includes sequencing and repetition.														●*
2nd Grade															
2.AP.C.01	With guidance, create programs using a programming language, robot device or unplugged activity that utilize sequencing and simple looping to solve a problem or express ideas both independently and collaboratively.														●*
Program Development															
Kindergarten															
K.AP.PD.01	With guidance, create a gradelevel appropriate artifact to illustrate thoughts, ideas or sequence of events (step-by-step) manner (e.g., story map, storyboard, sequential graphic organizer).														●*
K.AP.PD.02	Independently or with guidance give credit to ideas, creations and solutions of others while developing algorithms.														●*
K.AP.PD.03	With guidance, independently or collaboratively debug algorithms using a programming language and/or unplugged activity that includes sequencing.														●*
K.AP.PD.04	Use correct terminology (beginning, middle, end) in the development of an algorithm to solve a simple problem.														●*
1st Grade															
1.AP.PD.01	Independently or with guidance, create a grade level appropriate document of the plan, ideas and sequence of events (step-by-step) manner (e.g., story map, storyboard, sequential graphic organizer) to illustrate what the program will do.														



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Safety, Law & Ethics															
Kindergarten															
K.IC.SLE.01	Exhibit good digital citizenship using technology safely, responsibly and ethically.	•	•	•	•			•							
1st Grade															
1.IC.SLE.01	Work respectfully and responsibly with others online. Learn what information that is put online is appropriate and can start a digital footprint.		•												
2nd Grade															
2.IC.SLE.01	Identify safe and unsafe examples of online communications. Learn that the information put online leaves a digital footprint.		•												

* Standard aligned using offline materials

** Standard aligned in Grade 5 lesson