



2019 Arizona Computer Science Standards: Grades 4	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
Computing Systems (CS)																	
Devices (D)																	
4.CS.D.1	With teacher guidance, model how internal and external parts of computing connect multiple devices in a computing system.					•											
Hardware and Software (HS)																	
4.CS.HS.1	Recognize that bits serve as the basic unit of data in computing systems and can represent a variety of information.													•			
4.CS.HS.2	Recognize that a single piece of hardware can accomplish different tasks depending on its software.								•								
Troubleshooting (T)																	
4.CS.T.1	Develop and apply simple troubleshooting strategies to solve simple hardware and software problems.										•						
Networks and the Internet (NI)																	
Cybersecurity (C)																	
4.NI.C.1	Discuss real-world cybersecurity problems and how personal information can be protected.			•													
Network, Communication, and Organization (NCO)																	
4.NI.NCO.1	Model how information is decomposed, transmitted as packets through multiple devices over networks and reassembled at the destination.																
Data and Analysis (DA)																	
Collection, Visualization and Transformation (CVT)																	
4.DA.CVT.1	Select tools to collect, organize, and present data visually to highlight relationships and support a claim.														•		



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4.AP.PD.3	Test and debug (identify and fix errors) a program/app or algorithm to ensure it runs as intended.																•**
4.AP.PD.4	With teacher guidance, students take on varying roles when collaborating with peers during the design, implementation, and review stages of program development.																
4.AP.PD.5	Describe choices made during program development using code comments, presentations, and/or demonstrations.																
Impacts of Computing (IC)																	
Culture (C)																	
4.IC.C.1	Identify and discuss computing technologies that have changed the world.						•						•				
4.IC.C.2	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.												•*				
Social Interactions (SI)																	
4.IC.SI.1	Seek opportunities for local and nationally collaboration to facilitate communication and innovation.																
Safety, Law, and Ethics (SLE)																	
4.IC.SLE.1	Use material that is publicly available and/or permissible to use.		•*														

⁺ Lesson to be released in 2026

* Standard aligned using offline assignments

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