



2019 Arizona Computer Science Standards: Grade 5	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)																	
5.CS.D.1	Analyze and model how internal and external parts of computing devices communicate as a system.					•											
5.CS.D.2	Explain how computing devices affect humans in positive and negative ways.																
Hardware and Software (HS)																	
5.CS.HS.1	Model how information is transformed into binary digits to be stored or processed.													•			
5.CS.HS.2	Demonstrate and explain how hardware can accomplish different tasks depending on the software.								•								
Troubleshooting (T)																	
5.CS.T.1	Apply potential solutions and solve simple hardware and software problems using common troubleshooting strategies.										•						
Networks and the Internet (NI)																	
Cybersecurity (C)																	
5.NI.C.1	Identify solutions to real-world cybersecurity problems and how personal information can be protected.			•													
Network, Communication, and Organization (NCO)																	
5.NI.NCO.1	Analyze the advantages and disadvantages of various network types.					•											
Data and Analysis (DA)																	
Collection, Visualization and Transformation (CVT)																	
5.DA.CVT.1	Select tools to collect, organize, manipulate, and present data visually through multiple representations to highlight relationships and support a claim.														•		



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5.AP.PD.3	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.																•**
5.AP.PD.4	Take on varying roles when collaborating with peers during the design, implementation, and review stages of program development.																
5.AP.PD.5	Describe choices made during program development using code comments, presentations, and demonstrations.																
Impacts of Computing (IC)																	
Culture (C)																	
5.IC.C.1	Discuss computing technologies that have changed the world.						•						•				
5.IC.C.2	Design ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.												•*				
Social Interactions (SI)																	
5.IC.SI.1	Seek opportunities for local and global collaboration to facilitate communication and innovation.																
Safety, Law, and Ethics (SLE)																	
5.IC.SLE.1	Use public domain or creative commons media, and refrain from copying or using material created by others without permission.		•*														

[†] Lesson to be released in 2026

* Standard aligned using offline assignments

** CodeMonkey Curriculum sold separately for current customers