



California Computer Science Standards: Grades K-2	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															
K-2.CS.1	Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences.							•		•	•	•			
Hardware & Software															
K-2.CS.2	Explain the functions of common hardware and software components of computing systems.									•	•	•			
Troubleshooting															
K-2.CS.3	Describe basic hardware and software problems using accurate terminology to troubleshoot a problem.														
Networks & the Internet															
Network Communication & Organization															
K-2.NI.4	Model and describe how people connect to other people, places, information and ideas through a network.					•									
Cybersecurity															
K-2.NI.5	Explain why people use passwords.	•													
K-2.NI.6	Create patterns to communicate a message.							•							
Data & Analysis															
Storage															
K-2.DA.7	Store, copy, search, retrieve, modify, and delete information using a computing device, and define the information stored as data.												•		



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Collection Visualization & Transformation															
K-2.DA.8	Collect and present data in various visual formats.													•	
Inference & Models															
K-2.DA.9	Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions.													•	
Algorithms & Programming															
Algorithms															
K-2.AP.10	Model daily processes by creating and following algorithms to complete tasks.														•
Variables															
K-2.AP.11	Model the way programs store data.														•
Control, Modularity															
K-2.AP.12	Create programs with sequences of commands and simple loops, to express ideas or address a problem.														•
Modularity															
K-2.AP.13	Decompose the steps needed to solve a problem into a sequence of instructions.														•
Program Development															
K-2.AP.14	Develop plans that describe a program's sequence of events, goals, and expected outcomes.														•



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K-2.AP.15	Give attribution when using the ideas and creations of others while developing programs.														
K-2.AP.16	Debug errors in an algorithm or program that includes sequences and simple loops.														•
K-2.AP.17	Describe the steps taken and choices made during the iterative process of program development.														
Impacts of Computing															
Culture															
K-2.IC.18	Compare how people lived and worked before and after the adoption of new computing technologies.								•						
Social Interactions															
K-2.IC.19	Work respectfully and responsibly with others when communicating electronically.		•	•	•			•							
Safety Law & Ethics															
K-2.IC.20	Describe approaches and rationales for keeping login information private, and for logging off of devices appropriately.	•	•												

* CodeMonkey sold separately for current customers