

Taito
LEARNING

[illegible]

South Dakota Computer Science Standards for Grades K-2



South Dakota Computer Science Standards for Grades K-2	Standard description	AI Big Idea	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
Variables, Control, Modularity																
K-2.AP.02	Use problem-solving steps to break down a problem into smaller parts to identify patterns and possible solutions.	3. Learning														•
Program Development																
K-2.AP.03	Use the appropriate terms to explain the process of finding and correcting mistakes in an algorithm or program (ex. sequences, looping, bugs, debugging, variables).	2. Representation & Reasoning 5. Societal Impact														•
K-2.AP.04	Describe how computer systems can be designed to interact with humans.	3. Learning 4. Natural Interaction														
Impacts of Computing																
Culture																
K-2.IC.01	Describe past, present, and possible future impacts of technology on society.	5. Societal Impact								•						
Culture, Social Interactions, Safety & Regulation																
K-2.IC.02	Identify and explain how technologies are used in daily life, school, and the workforce.	5. Societal Impact					•	•	•	•	•	•	•	•		
Safety & Regulation																
K-2.IC.03	Describe the concept of a digital footprint and how to create online connections to maintain safety and balance with offline relationships.	5. Societal Impact		•												