DAVIS ESSENTIAL SKILLS AND KNOWLEDGE

FIRST GRADE

ELEMENTARY COMPUTER SCIENCE

Computing Systems

    a. Explore the functions of common hardware and software components.

Network and Internet

    a. Create patterns to communicate a message.
    b. Demonstrate how to log out of accounts and devices.

Data

    a. Collect data in charts and graphs to make predictions (e.g.; tally marks, bar charts, pie charts, pictographs, etc.).

Algorithms

    a. Deconstruct algorithms and list the steps in a sequence of tasks and sub-tasks.
    b. Create programs with sequences of commands and simple loops to express ideas or address a problem.

Impacts of Computing

    a. Demonstrate digital citizenship through appropriate social behavior and safe practices.
    b. Compare how people lived and worked before and after the adoption of new computing technologies.