



FIFTH GRADE

ELEMENTARY COMPUTER SCIENCE

Computing Systems

- a. Systematically apply troubleshooting strategies to identify and resolve hardware and software problems in computing systems.

Network and Internet

- a. Show how information is transmitted over the Internet.

Data

- a. Use data to highlight and/or propose relationships, predict outcomes, or communicate ideas.

Algorithms

- a. Test and debug a program or algorithm to ensure it accomplishes the intended task.
- b. Design and iteratively develop programs that combine control structures and use compound conditions.

Impacts of Computing

- a. Demonstrate digital citizenship through appropriate social behavior and safe practices.