



SIXTH GRADE

ELEMENTARY COMPUTER SCIENCE

Computing Systems

- a. Design simple projects that combine hardware and software components to collect and communicate information.

Network and Internet

- a. Explain potential security threats and security measures to mitigate threats.
- b. Model the role of protocols in transmitting data across networks and the Internet.

Data

- a. Represent and transform data in multiple ways using computational models and tools.

Algorithms

- a. Design and iteratively develop programs that combine control structures and use compound conditions.
- b. Create clearly named variables that store data, and perform operations on their contents.

Impacts of Computing

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