COMPUTER SCIENCE

User's Name:

Use the columns as a checkoff or a place to take notes to track any curriculum issue. For instance, you might list the unit or marking period in which a standard was mastered, the areas where teachers want additional professional development opportunities, or any issue you need to analyze as you work to enhance your students' performance. See the folder labeled Ideas for Usage for further suggestions on ways to use the checklists and cards.

FIFTH GRADE

Networks & The Internet	
E-NI-01 Network Communication & Organization	
5 - Demonstrate an understanding of digital security (i.e. use strong passwords; use usernames; protect personal digital information)	
E-NI-02 Cybersecurity	
5 - Use a model to represent how digital information is sent and received over physical or wireless paths.	

Data and Analysis	
E-DA-01 Storage	
5 - Convert digital files.	
E-DA-02 Collection, Visualization & Transformation	
5 - Collect and represent data in graphical displays using one or more application to determine the benefits of using more than one visual display type.	
E-DA-03 Inference & Models	
5 - Represent data in graphical displays and describe cause and effect relationships, communicate ideas or predict outcomes.	

Algorithms and Programming	
E-AP-01 Algorithms	
5 - Modify a set of algorithms and discuss how multiple paths can lead to the same solution.	
E-AP-02 Variables	
5 - Create a program that uses a variable.	
E-AP-03 Control	
5 - Routinely create simple programs with sequences, events, loops, variables or conditionals routinely using a variety of tools, independently and collaboratively.	
E-AP-04 Modularity	
5 - Decompose a problem into parts and subparts to facilitate program development.	
E-AP-05 Modularity	
5 - Use a process to create programs that include loops, sequences, events, variables or conditions.	

Algorithms and Programming cont.

E-AP-06 Program Development

5 - Modify, remix, reuse parts or add features to an existing program to create a new program, giving attribution.	

E-AP-07 Program Development

5 - Document programs using correct terminology and incorporate peer feedback in the development process.	

E-AP-08 Program Development

5 - Analyze and debug algorithms which includes sequencing, loops, events and conditionals.	

Impacts of Computing

E-IC-01 Culture

5 - Describe the positive and negative impacts of computing on society.	

E-IC-02 Social Interactions

5 - Compare diverse perspectives, synchronously or asynchronously, to improve a project.	

E-IC-03 Law & Ethics

5 - Use relevant and appropriate electronic information sources and digital media, citing resources, for various tasks.	

E-IC-04 Safety, Law & Ethics

5 - Understand consequences for sending or receiving inappropriate content.	

Computing Systems

E-CS-01 Devices

5 - Justify selection of a particular computing device based on a desired application or task.	

E-CS-02 Hardware & Software

5 - Describe the function of major hardware components of a digital device.	

E-CS-03 Troubleshooting

5 - Demonstrate an appropriate response to various error messages and identify the component and/or application causing the error.	