

KASC ACADEMIC STANDARDS CHECKLIST

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.

KINDERGARTEN

Networks & The Internet	
E-NI-01 Network Communication & Organization	
K - Describe how usernames and passwords protect personal information.	
E-NI-02 Cybersecurity	
K - Not introduced until 4th grade	

Data and Analysis	
E-DA-01 Storage	
K - Open and close digital files with prompting and support.	
E-DA-02 Collection, Visualization & Transformation	
K - Not introduced until 1st Grade.	
E-DA-03 Inference & Models	
K - Use observations to describe patterns in organized data with prompting and support.	

Algorithms and Programming	
E-AP-01 Algorithms	
K - Use simple algorithms to complete everyday tasks.	
E-AP-02 Variables	
K - Describe ways people represent data.	
E-AP-03 Control	
K - Routinely create simple programs, independently OR collaboratively.	
E-AP-04 Modularity	
K - Generate the steps needed to solve a simple problem with prompting and support.	
E-AP-05 Modularity	
K - Use a process when creating simple programs, individually OR collaboratively, with prompting and support.	
E-AP-06 Program Development	
K - Not introduced until 3rd grade	
E-AP-07 Program Development	
K - Document simple programs, using pictures, in order to share process with others.	
E-AP-08 Program Development	
K - Analyze and debug simple algorithms with prompting and support.	

Impacts of Computing

E-IC-01 Culture

K - Make observations to describe ways computing devices are used daily life. E-IC-01 1 - Describe computing devices used in different careers.

E-IC-02 Social Interactions

K - Describe different computing devices used for communication.

E-IC-03 Law & Ethics

K - Describe characteristics of a website, with prompting and support.

E-IC-04 Safety, Law & Ethics

K - Describe characteristics of private information.

Computing Systems

E-CS-01 Devices

K - Describe ways people use digital devices to perform tasks.

E-CS-02 Hardware & Software

K - Use appropriate terminology to identify basic hardware.

E-CS-03 Troubleshooting

K - Identify a simple hardware problem.