# *Standard Course of Study Alignment*

## Computer Science (2020)

## Legend

| ● | The standard is clearly addressed by program activities. |
|---|---|
| **-** | This standard potentially could be addressed as part of *FIRST*® LEGO® League Discover either by actions that the coach or teacher takes when working with the students or by conditions established by the program. |

### Grades K-2

| Concepts | Addressed |
|---|---|
| **Computing Systems** | |
| **K2-CS-01** Choose appropriate devices to perform a variety of classroom tasks. | |
| **K2-CS-02** Describe the function of common physical components of computing systems (hardware) with appropriate terminology. | |
| **K2-CS-03** Operate appropriate software to perform a variety of tasks. | |
| **K2-CS-04** Describe basic hardware and software problems with accurate terminology. | |
| **Networks & The Internet** | |
| **K2-NI-01** Illustrate how information is broken down into smaller pieces and can be reassembled. | |
| **K2-NI-02** Apply knowledge of what passwords are and why we use strong passwords to protect devices and information from unauthorized access. | |
| **K2-NI-03** Discover your digital footprint and how personal information can be protected. | |
| **Data & Analysis** | |
| **K2-DA-01** Store, copy, search, retrieve, modify, and delete information using a computing device. | |
| **K2-DA-02** Define information stored on a computing device as data. | |
| **K2-DA-03** Collect and present the same data in various visual formats. | |
| **K2-DA-04** Make predictions with patterns in data visualizations. | |
| **Algorithms & Programming** | |
| **K2-AP-01** Model daily processes with algorithms to complete tasks. | - |
| **K2-AP-02** Demonstrate how programs store and manipulate data by using numbers or other symbols to represent information. | |
| **K2-AP-03** Develop programs with sequences and simple loops to express ideas or address a problem. | |
| **K2-AP-04** Decompose the steps needed to solve a problem into a precise sequence of instructions. | - |
| **K2-AP-05** Develop plans that describe a program's sequence of events, goals, and expected outcomes. | |
| **K2-AP-06** Give attribution when using the ideas and creations of others while developing programs. | |
| **K2-AP-07** Identify and debug errors in an algorithm or program that includes sequences and simple loops. | |
| **K2-AP-08** Using correct terminology, describe steps taken and choices made during the iterative process of program development. | |
| **Impacts of Computing** | |
| **K2-IC-03** Work respectfully and responsibly with others online. | |
| **K2-IC-04** Model responsible login and logoff procedures on all devices. | |