

Grade 1

Computational Thinker

Abstraction

- 1 Classify and sort information into logical order with and without a computer.
Examples: Sort by shape, color, or other attribute; sort A-Z. [1.1](#)
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Algorithms

- 2 Order events into a logical sequence or algorithm. Examples: Unplugged coding activities, sequence of instruction. [1.2](#)
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Programming and Development

- 3 Construct elements of a simple computer program in collaboration with others.
Examples: Block programming, basic robotics, unplugged programming. [1.3](#)
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Citizen of a Digital Culture

Safety, Privacy, and Security

- 4 Demonstrate age-appropriate methods for keeping personal information private.
Example: Keep passwords confidential, use anonymous profile picture or avatar, develop user names that are non-identifying or do not include actual name. [1.4](#)
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Legal and Ethical Behavior

- 5 Differentiate between prior knowledge and ideas or thoughts gained from others. [1.5](#)
 - 6 Identify appropriate and inappropriate behaviors for communicating in a digital environment. Examples: Cyberbullying, online etiquette. [1.6](#)
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Digital Identity

- 7 Recognize that a person has a digital identity. [1.7](#)
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Impact of Computing

- 8 Identify ways in which computing devices have impacted people's lives. Example: Location services, instantaneous access to information. [1.8](#)
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Global Collaborator

Communication

- 9 Use a variety of digital tools collaboratively to connect with other learners.
Examples: Video calling, blogs, collaborative documents. [1.9](#)

Digital Tools

- 10 Identify an appropriate tool to complete a task when given guidance and support. Examples: Choosing a word processing tool to write a story, choosing a spreadsheet for a budget. 1.10
- 11 Type five words per minute minimum with 95% accuracy using appropriate keyboarding techniques. 1.11

Collaborative Research

- 12 Identify keywords in a search and discuss how they may be used to gather information. 1.12
- 13 Create a research-based product collaboratively using online digital tools. Examples: Find simple facts about a specific topic, create a slide that contains facts located in trade books or other sources 1.13

Computing Analyst

Data

- 14 Discuss the purpose of collecting and organizing data. 1.14
- 15 Interpret data displayed in a chart. Example: Using charts which depict data students interpret the data either verbally or in written form (which has more, less, are equal). 1.15
- 16 Demonstrate how digital devices can save information as data that can be stored, searched, retrieved, and deleted. 1.16

Systems

- 17 Use digital devices with a variety of operating systems. Examples: Interactive boards, tablets, laptops, other handheld devices 1.17
- 18 Label visible components of digital devices. Examples: Visible input and output components such as USB, touch screen, keyboard, audio and video connectors, speakers. 1.18

Innovative Designer

Design Thinking

- 19 Identify and revise problem-solving strategies to solve a simple problem. Examples: Scientific method, visual images or mind pictures, look for patterns, systematic list. 1.19