

# Kindergarten

## Concept: Computing Systems (CS) K.CS

### D. Subconcept: Devices (D) K.CS.D

- 1 With teacher guidance, select and operate an appropriate device to perform a task. K.CS.D.1

### HS. Subconcept: Hardware and Software (HS) K.CS.HS

- 1 Use appropriate terminology in identifying and describing the function of common physical components of computing systems. K.CS.HS.1

### T. Subconcept: Troubleshooting (T) K.CS.T

- 1 Discuss basic hardware and software problems. K.CS.T.1

## Concept: Networks and the Internet (NI) K.NI

### C. Subconcept: Cybersecurity (C) K.NI.C

- 1 Explain that a password helps protect the privacy of information. K.NI.C.1

### NCO. Subconcept: Network, Communication, and Organization (NCO) K.NI.NCO

- 1 With teacher guidance, students define computer networks and how they can be used to connect people to other people, places, information, and ideas. K.NI.NCO.1

## Concept: Data and Analysis (DA) K.DA

### CVT. Subconcept: Collection, Visualization and Transformation (CVT) K.DA.CVT

- 1 With teacher guidance, collect and transform data using digital devices; Display data for communication in various visual formats. K.DA.CVT.1

### S. Subconcept: Storage (S) K.DA.S

- 1 Recognize that data can be collected and stored on different computing devices over time and retrieved later. K.DA.S.1

### IM. Subconcept: Inference and Models (IM) K.DA.IM

- 1 Discuss patterns in data to make inferences or predictions. K.DA.IM.1

## Concept: Algorithms and Programming (AP) K.AP

### A. Subconcept: Algorithms (A) K.AP.A

- 1 With teacher assistance, model daily processes by following algorithms (sets of step-by-step instructions) to complete tasks. K.AP.A.1

---

**V. Subconcept: Variables (V)** K.AP.V

- 1 With teacher assistance, model the way programs store and manipulate data by using numbers or other symbols to represent information. K.AP.V.1

---

**C. Subconcept: Control (C)** K.AP.C

- 1 With teacher assistance, identify programs with sequences and simple loops, to express ideas or address a problem. K.AP.C.1

---

**M. Subconcept: Modularity (M)** K.AP.M

- 1 With teacher assistance, solve a problem by breaking it down into smaller parts. K.AP.M.1

---

**PD. Subconcept: Program Development (PD)** K.AP.PD

- 1 With teacher assistance, develop plans that describe a program's sequence of events, goals, and expected outcomes. K.AP.PD.1
- 2 With teacher assistance, identify attribution (credit) when using the ideas and creations of others while developing programs. K.AP.PD.2
- 3 With teacher assistance, debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops. K.AP.PD.3
- 4 With teacher assistance, using correct terminology, describe steps taken and choices made during program development. K.AP.PD.4

---

**Concept: Impacts of Computing (IC)** K.IC

**C. Subconcept: Culture (C)** K.IC.C

- 1 Discuss how people lived and worked before and after the implementation or adoption of new computing technology. K.IC.C.1

---

**SI. Subconcept: Social Interactions (SI)** K.IC.SI

- 1 Work respectfully and responsibly with others online. K.IC.SI.1

---

**SLE. Subconcept: Safety, Law, and Ethics (SLE)** K.IC.SLE

- 1 Keep login information private, and log off of devices appropriately. K.IC.SLE.1