Missouri Computer Science

1st Grade

Computing Systems

Devices

1 With guidance, select and use a computing device to perform a variety of tasks for an intended outcome. 1.CS.D.01

Hardware & Software

1 Use appropriate terminology to locate and identify common computing devices and components, in a variety of environments (e.g., desktop computer, laptop computer, tablet device, monitor, keyboard, mouse, printer). 1.CS.HS.01

2 With little support, choose appropriate software to perform a variety of tasks. 1.CS.HS.02

Troubleshooting

1 Identify, using accurate terminology, simple hardware and software problems that may occur during use (e.g., app or program is not working as expected, no sound is coming from the device, caps lock turned on). 1.CS.T.01

Networks & the Internet

Network Communication & Organization

1 Recognize that by connecting computing devices together they can share information (e.g., remote storage, printing, the internet). 1.NI.NCO.01

Cybersecurity

1 Identify what passwords are and explain why they are not shared. Discuss what makes a password strong. Independently, use passwords to access technological devices, apps, etc. 1.NI.C.01

Data & Analysis

Storage

1 With guidance locate, open, modify and save an existing file, use appropriate file-naming conventions and recognize that the file exists within an organizational structure (e.g., drive, folder, file). 1.DA.S.01

Collection, Visualization & Transformation

1 With guidance, collect data and present it two different ways. 1.DA.CVT.01

Inference & Models

1 With guidance, identify and interpret data from a chart or graph (visualization) in order to make a prediction, with or without a computing device. 1.DA.IM.01

Algorithms & Programming

Algorithms

1 With guidance, model daily processes and follow algorithms (sets of step-by-step instructions) to complete tasks verbally, kinesthetically, with robot devices or a programing language. 1.AP.A.01

Variables

1 With guidance, model the way that a program accesses stored data using a variable name. 1.AP.V.01

Control

1 With guidance, independently or collaboratively create programs to accomplish tasks using a programming language, robot device or unplugged activity that includes sequencing and repetition. 1.AP.C.01

Program Development

1 Independently or with guidance, create a grade level appropriate document of the plan, ideas and sequence of events (step-by- step) manner (e.g., story map, storyboard, sequential graphic organizer) to illustrate what the program will do. 1.AP.PD.01

2 Independently or with guidance give credit to ideas, creations and solutions of others while writing and/or developing programs. 1.AP.PD.02

3 With guidance, independently or collaboratively debug programs using a programming language and/or unplugged activity that includes sequencing and simple loops. 1.AP.PD.03

4 Use correct terminology (first, second, third) and explain the choices made in the development of an algorithm to solve a simple problem. 1.AP.PD.04

Impacts of Computing

Culture

1 Identify how people use different types of technologies in their daily work and personal lives. 1.IC.C.01

Social Interactions

1 With guidance, identify appropriate and inappropriate behavior. Act responsibly while participating in an online community and know how to report concerns of cyberbullying. 1.IC.SI.01

Safety, Law & Ethics

1 Work respectfully and responsibly with others online. Learn what information that is put online is appropriate and can start a digital footprint. 1.IC.SLE.01