

# Computer Science: Grade 2

## Algorithms and Programming

- 1 Develop programs with sequences and loops, to express ideas or address a problem.** 2.AP.C.1
- 2 Break down (decompose) the steps needed to solve a problem into a precise sequence of instructions.** 2.AP.M.1
- 3 Develop plans that describe a program's sequence of events, goals, and expected outcomes.** 2.AP.PD.1
- 4 Give attribution (credit) when using the ideas and creations of others while developing programs.** 2.AP.PD.2

## Computing Systems

- 1 Describe basic hardware and software problems using accurate terminology.** 2.CS.T.1

## Data and Analysis

- 1 Store, copy, search, retrieve, modify, and delete information using a computing device and define the information stored as data.** 2.DA.S.1

## Impacts of Computing

- 1 Compare how people live and work before and after the implementation or adoption of new computing technology.** 2.IC.C.1
- 2 Identify safe and unsafe examples of online communications.** 2.IC.SLE.1

## Networks and the Internet

- 1 Explain what passwords are and why we use them; use strong passwords to protect devices and information from unauthorized access.** 2.NI.C.1