

Computer Science: Grade 5

Algorithms and Programming

- 1 Demonstrate how to decompose a task of complexity into simple tasks and compose a simple task into tasks of complexity.** 5.AP.M.1

- 2 Modify, incorporate, and test portions of an existing program into their own work, to develop something new or add more advanced features.** 5.AP.M.2

- 3 Use the iterative process to develop a program to express an idea or address a problem while considering others' perspectives and preferences.** 5.AP.PD.1

- 4 Describe choices made during program development using code comments, presentations, and demonstrations.** 5.AP.PD.2

- 5 Observe intellectual property rights and give appropriate attribution (credit) when creating or remixing programs.** 5.AP.PD.3

Computing Systems

- 1 Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.** 5.CS.T.1

Data and Analysis

- 1 Recognize how text, images, and sounds are represented as binary numbers in computing devices.** 5.DA.IM.1

Impacts of Computing

- 1 Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.** 5.IC.C.1

- 2 Seek diverse perspectives for the purpose of improving computational artifacts.** 5.IC.SI.1

Networks and the Internet

- 1 Explain the concept of network protocols.** 5.NI.NCO.1

- 2 Identify the advantages and disadvantages of various network types (e.g., wire, WiFi, cellular data).** 5.NI.NCO.2