

# Computer Science: K-2

## Computer Science and Computational Thinking

- 1 With support and guidance, verbalize the steps to solve a problem. [CS.K-2.1](#)
- 2 With support and guidance, work collaboratively with peers to solve a problem. [CS.K-2.2](#)
- 3 With support and guidance, identify various components and functions of computers. [CS.K-2.3](#)

## Networks and Cyber Infrastructure

- 4 With support and guidance, experience the ability to make connections with familiar adults (e.g., family members) through the use of the Internet. [CS.K-2.4](#)
- 5 With support and guidance, identify the importance of staying safe while using family and educator-approved Internet sites. [CS.K-2.5](#)

## Data and Information

- 6 With support and guidance, identify, collect, organize, and describe patterns in various forms of data. [CS.K-2.6](#)
- 7 With support and guidance, make decisions using data (e.g., class surveys). [CS.K-2.7](#)

## Programming and Algorithms

- 8 With support and guidance, analyze and explain the steps to solve simple problems. [CS.K-2.8](#)
- 9 Follow a procedure/algorithm using tangible materials. [CS.K-2.9](#)
- 10 Write an algorithm using sequences. [CS.K-2.10](#)

## Impacts of Computing

- 11 Research and identify how technology has changed over time. [CS.K-2.11](#)
- 12 List ways to use computer technology to help their daily life. [CS.K-2.12](#)