			PK					K							G1				G2			G3		G4		G5	G6
Grade Range	Number	Computer Science Teachers Association Standards	Free Explore	Counting	Letters	Make 10	Race	Letters	Measurings	Addition	Subtraction	Challenge	Traffic Jam	Line Dance	Motors	Gears	Pulleys	Dancing Birds	Spinning Top	Drumming Monkey	Ride Challenge	Amazing Adventure Story	Vehicle Challenge	Soccer	Burglar Alarm Challenge	NXT Introduction	Dragster Challenge
Computional Thinking (CT)																											
K-3	L1:3:CT:1	Use technology resources to solve age appropriate problems.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
K-3	L1.3.CT.2	Use writing tools, digital cameras, and drawing tools to illustrate thoughts, ideas,and stories in a step-by-step manner.																				x					
K-3	L1.3.CT.4	Recognize that software is created to control computer operations.													x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.6.CT.1	Understand and use the basic steps in algorithmic problem-solving.	o	x	x	x	o	x	x	x	x	x	x	x	o	o	o	x	x	x	x	x	x	x	x	x	x
3-6	L1.6.CT.2	Develop a simple understanding of an algorithm.	o	x	x	x	x	x	x	x	x	x	x	x	o	o	o	x	x	x	x	x	x	x	x	x	x
3-6	L1.6.CT.5	Make a list of sub-problems to consider while addressing a larger problem.																			o	x	o		x		
3-6	L1.6.CT.6	Understand the connections between computer science and other fields.																			o		o		o	x	x
Collaboration (CL)																											
K-3	L1.CL.3.2	Work cooperatively and collaboratively with peers, teachers, and others using technology.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CL.6.1	Use productivity technology tools for individual and collaborative writing, communication, and publishing activities.																				x					
3-6	L1.CL.6.3	Identify ways that teamwork and collaboration can support problem solving and innovation.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Computing Practice and Programming (CPP)																											
K-3	L1.CPP.3.1	Use technology resources to conduct age appropriate research.										x	x								x		x		x		x
K-3	L1.CPP.3.2	Use developmentally appropriate multimedia resources to support learning across the curriculum.													o	o	o	o	o	o	o	o	o	o	o	o	o
K-3	L1.CPP.3.3	Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.																				x					
K-3	L1.CPP.3.4	Construct a set of statements to be acted out to accomplish a simple task.													x	x	x	x	x	x							
K-3	L1.CPP.3.5	Identify jobs that use computing and technology.																									x

3-6	L1.CPP.6.1	Use technology resources for problem-solving and self-directed learning.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CPP.6.2	Use general-purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning.													o	o	o	o	o	o	o	x	x	o	o	o	o
3-6	L1.CPP.6.3	Use technology tools for individual and collaborative writing, communication, and publishing activities.																				x					o
3-6	L1.CPP.6.4	Gather and manipulate data using a variety of digital tools.																	x	x				x		x	x
3-6	L1.CPP.6.5	Construct a program as a set of step-by-step instructions to be acted out.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CPP.6.6	Implement problem solutions using a block based visual programming language.													x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CPP.6.7	Use computing devices to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.													o	o	o	o	o	o	o	o	o	o	o	o	o
3-6	L1.CPP.6.9	Identify a wide range of jobs that require knowledge or use of computing.																									x
Computers and Communications Devices (CD)																										
K-3	L1.CD.3.1	Use standard input and output devices to successfully operate computers and related technologies.													x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CD.6.1	Demonstrate an appropriate level of proficiency with keyboards and other input and output devices.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CD.6.2	Understand the pervasiveness of computers and computing in daily life.													o	o	o	o	o	o	o	o	o	o	o	o	x
3-6	L1.CD.6.3	Apply strategies for identifying simple hardware and software problems that may occur during use.	o	o	o	o	o	o	o	o	o	o	o	o	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CD.6.5	Identify factors that distinguish humans from machines.																								x	
3-6	L1.CD.6.6	Recognize that computers model intelligent behavior (as found in robotics, speech and language recognition, and computer animation).	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Community, Global, and Ethical Impacts (CI)																											
K-3	L1.CI.3.1	Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology systems and software.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3-6	L1.CI.6.1	Discuss basic issues related to responsible use of technology and information, and theconsequences of inappropriate use.																								o	o

X = addresses standard
o = partially addresses standard