

# Computer Science: Grades K-2

## Data & Information

- 1 Identify and collect data using concrete objects or digital tools (e.g., take pictures of or sort all blue math manipulatives). [K-2.DI.1A](#)
- 2 Describe information stored on a digital device as “data”. [K-2.DI.2A](#)
- 3 Represent data from everyday activities with numbers, symbols, or other variables. [K-2.DI.3A](#)
- 4 Identify patterns in visual representations of data such as charts, graphs, and symbols. (E) [K-2.DI.4A](#)

## Computing Devices & Systems

- 1 Use appropriate terminology (e.g., computer, screen, keyboard) in identifying and describing computer hardware. (E) [K-2.CD.1A](#)
- 2 Explain when there is a problem with familiar technology and match a provided potential solution. [K-2.CD.2A](#)
- 3 Operate software to perform a specific task. [K-2.CD.3A](#)

## Programs & Algorithms

- 1 Sequence provided steps to complete a familiar or simple task. (E) [K-2.PA.1A](#)
- 2 Explain a way to improve a step of a provided familiar process. [K-2.PA.2A](#)
- 3 Follow the steps in a process with a simple loop. [K-2.PA.3A](#)
- 4 Identify an error in a provided sequence, then find a potential solution to the error. [K-2.PA.4A](#)
- 5 Follow a three-step set of instructions to complete a task and identify the sequence of steps as an algorithm. (E) [K-2.PA.5A](#)
- 6 Differentiate between work you create and work created by another person. (E) [K-2.PA.6A](#)

## Networking & the Internet

- 1 Define what a password is and describe its purpose. (E) [K-2.NI.1A](#)

## Impact & Culture

- 1 Compare and contrast the effects of technology on communities and social interactions. [K-2.IC.1A](#)

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**2 Identify expected behaviors for working responsibly with others online. (E) K-**

**2.IC.2A**

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**3 Describe why login information should not be shared and model logging off of a device. K-2.IC.3A**