

Computer Science: Grade 1

Algorithms and Programming

- 1 Describe the iterative process of program development (including terminology, steps taken, and the logic of choices). [1.AP.PD.1](#)
- 2 Model the way programs store and manipulate data by using numbers or other symbols to represent information. [1.AP.V.1](#)

Computing Systems

- 1 Select and operate appropriate device and software to perform a variety of tasks, and recognize that users have different needs and preferences for the technology they use. [1.CS.D.1](#)

Data and Analysis

- 1 Recognize that a variety of data (e.g., music, video, images, text) can be stored in and retrieved from a computing device. [1.DA.S.1](#)

Impacts of Computing

- 1 Work respectfully and responsibly with others online. [1.IC.SI.1](#)

Networks and the Internet

- 1 Explain why we keep personal information (e.g., name, location, phone number, home address) private. [1.NI.C.1](#)