



Ohio's Learning Standards

Computer Science Kindergarten

ADOPTED DECEMBER 2018

Kindergarten

COMPUTING SYSTEMS

Devices

CS.D.K.a With guidance, identify and label commonly used devices and their components, explaining their connection to different tasks, to perform a variety of tasks.

Hardware and Software

CS.HS.K.a With guidance and support, identify and use hardware and software necessary for accomplishing a task.

Troubleshooting

CS.T.K.a With guidance and support, use problem solving strategies to troubleshoot a problem.

NETWORKS AND THE INTERNET

Networking

NI.N.K.a With guidance and support, create a list of ways information can be shared electronically to gain a deeper understanding of how information is transmitted (e.g., email, social media).

Cybersecurity

NI.C.K.a With guidance and support, identify and use secure practices (e.g., passwords) to protect private information.

DATA AND ANALYSIS

Data Collection and Storage

DA.DCS.K.a Identify data to collect and sort.

DA.DCS.K.b With guidance and support, demonstrate how data can be collected and stored in a variety of ways.

Visualization and Communication

DA.VC.K.a With guidance, organize and present data in various formats to make observations.

Inference and Modeling

DA.IM.K.a With guidance, create a model of an object or process to identify patterns.

ALGORITHMIC THINKING AND PROGRAMMING

Algorithms

ATP.A.K.a With guidance and support, model a real-world process by constructing and following step-by-step directions (i.e., algorithms) to complete tasks.

Variables and Data Representation

ATP.VDR.K.a Recognize that a group of items (e.g., numbers, symbols or pictures) can be used to represent data.

Control Structures

ATP.CS.K.a With guidance and support, model a sequence of instructions (i.e., program) with a beginning, middle and end to solve a problem or express an idea.

Program Development

ATP.PD.K.a With guidance and support, plan or create an artifact to illustrate thoughts, ideas and problems in a sequential (step-by-step) manner (e.g., story map, storyboard, sequential graphic organizer).

IMPACTS OF COMPUTING

Culture

IC.Cu.K.a With guidance and support, identify technologies that impact one's own everyday life.

IC.Cu.K.b With guidance and support, recognize different ways computing devices are used regularly to understand technology's impact on one's own daily life.

Social Interactions

IC.SI.K.a With guidance and support, identify and use safe and responsible behaviors concerning information and technology.

Safety, Law and Ethics

IC.SLE.K.a With guidance, discuss appropriate uses of technology to support informed decisions.