

Grade 1 (Ages 6–7)

Concept	Identifier	Standard
Algorithms & Design	E1-ALG-PS-01	Decompose a problem or task into individual parts to develop an algorithm.
	E1-ALG-ML-02	Recognize that AI systems are technologies that use patterns in data to make decisions or generate new things.
	E1-ALG-IM-03	Explain how a change to an algorithm leads to a different outcome.
Programming	E1-PRO-PD-04	Create code from an algorithm that includes sequence to solve a problem or express an idea.
	E1-PRO-VD-05	Identify terms that refer to data values that change over time in everyday life.
	E1-PRO-RD-06	Explain the function of code that includes an event and sequence.
	E1-PRO-TR-07	Debug a program that includes a sequence of commands.
Data & Analysis	E1-DAT-DC-08	Use multiple methods to collect both numeric and non-numeric data to help answer questions.
	E1-DAT-DI-09	Compare a question that can be answered through a data investigation and a question that can be answered through other means.
	E1-DAT-IM-10	Examine a variety of data questions that address the needs of a person or community.
Systems & Security	E1-SYS-HW-11	Describe the purpose of basic hardware components of a computing system, using accurate terminology.
	E1-SYS-SE-12	Describe how to keep devices and online accounts safe from unauthorized access.
	E1-SYS-IM-13	Describe an individual's role in responsibly using computing systems and digital tools.
Computing & Society	E1-SOC-HI-14	Compare how an everyday activity changed after a specific computing technology was introduced.
	E1-SOC-HU-15	Differentiate between activities that humans do well and activities that computing technologies do well.
	E1-SOC-CE-16	Describe how computing is used by people at home, at school, and in the community.

