Grade 2 (Ages 7–8)

Concept	Identifier	Standard
Algorithms & Design	E2-ALG-PS-01	Create an algorithm that includes sequence, events, and iteration to solve a problem or express an idea.
	E2-ALG-ML-02	Examine how data is used to train a machine learning model.
	E2-ALG-IM-03	Describe how an algorithm might impact peers in varied situations.
Programming	E2-PRO-PD-04	Create code from an algorithm that includes sequence, events, and iteration to solve a problem or express an idea.
	E2-PRO-VD-05	Label different representations of information with a name and whether its value is constant or changes.
	E2-PRO-RD-06	Explain the steps taken to create a program.
	E2-PRO-TR-07	Debug a program that includes sequence, events, and iteration.
Data & Analysis	E2-DAT-DC-08	Compare numeric and non-numeric types of data in terms of how they are collected and what information they provide.
	E2-DAT-DI-09	Develop a question that can be answered with data.
	E2-DAT-IM-10	Distinguish between data collection approaches, including those that may lead to inaccurate or biased data.
Systems & Security	E2-SYS-HW-11	Explain how the basic hardware components of a computing system work together to perform input and output (I/O) operations.
	E2-SYS-SE-12	Explain how online actions have real-world consequences.
	E2-SYS-IM-13	Describe the benefits and harms that arise from an individual's use of computing systems and digital tools.
Computing & Society	E2-SOC-HI-14	Analyze the ways that people from different cultures, backgrounds, and time periods have designed computing technologies to help them solve problems and express ideas.
	E2-SOC-HU-15	Investigate situations where humans have created computing technologies to solve problems.
	E2-SOC-CE-16	Investigate how personal interests connect to computing in different industries and careers.

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