

## PK – Kindergarten (Ages 4–6)

Concept	Identifier	Standard
Algorithms & Design	EK-ALG-PS-01	Carry out algorithms in daily activities.
	EK-ALG-ML-02	Recognize attributes of objects to notice patterns and make decisions.
	EK-ALG-IM-03	Describe how people create algorithms to solve problems.
Programming	EK-PRO-PD-04	Create a sequence of commands to solve a problem or express an idea.
	EK-PRO-VD-05	Identify everyday gestures and symbols that represent information people use to make choices.
	EK-PRO-RD-06	Describe how a sequence of commands completes a task.
	EK-PRO-TR-07	Identify a step in a sequence of commands that does not work as expected.
Data & Analysis	EK-DAT-DC-08	Use collected data to help answer questions.
	EK-DAT-DI-09	Investigate a question that can be answered by collecting data in students' everyday environments.
	EK-DAT-IM-10	Investigate how data can help a person make informed decisions in everyday life.
Systems & Security	EK-SYS-HW-11	Examine the use of tools to accomplish a task or solve a problem for different users.
	EK-SYS-SE-12	Differentiate between public and private information.
	EK-SYS-IM-13	Identify responsible behavior when using computing systems and digital tools.
Computing & Society	EK-SOC-HI-14	Identify computing technologies used in daily life that have changed over time.
	EK-SOC-HU-15	Explain that people design and develop computing technologies.
	EK-SOC-CE-16	Identify how people use digital devices at home, at school, and at work.

