Alabama Digital Literacy and Computer Science

Grade 1

Computational Thinker

Abstraction

1 Classify and sort information into logical order with and without a computer. Examples: Sort by shape, color, or other attribute; sort A-Z. 1.1

Algorithms

2 Order events into a logical sequence or algorithm. Examples: Unplugged coding activities, sequence of instruction. 1.2

Programming and Development

3 Construct elements of a simple computer program in collaboration with others. Examples: Block programming, basic robotics, unplugged programming. 1.3

Citizen of a Digital Culture

Safety, Privacy, and Security

4 Demonstrate age-appropriate methods for keeping personal information private. Example: Keep passwords confidential, use anonymous profile picture or avatar, develop user names that are non-identifying or do not include actual name. 1.4

Legal and Ethical Behavior

5 Differentiate between prior knowledge and ideas or thoughts gained from others. 1.5

6 Identify appropriate and inappropriate behaviors for communicating in a digital environment. Examples: Cyberbullying, online etiquette. 1.6

Digital Identity

7 Recognize that a person has a digital identity. 1.7

Impact of Computing

8 Identify ways in which computing devices have impacted people's lives. Example: Location services, instantaneous access to information. 1.8

Global Collaborator

Communication

9 Use a variety of digital tools collaboratively to connect with other learners. Examples: Video calling, blogs, collaborative documents. 1.9

Digital Tools

10 Identify an appropriate tool to complete a task when given guidance and support. Examples: Choosing a word processing tool to write a story, choosing a spreadsheet for a budget. 1.10

11 Type five words per minute minimum with 95% accuracy using appropriate keyboarding techniques. 1.11

Collaborative Research

12 Identify keywords in a search and discuss how they may be used to gather information. 1.12

13 Create a research-based product collaboratively using online digital tools. Examples: Find simple facts about a specific topic, create a slide that contains facts located in trade books or other sources 1.13

Computing Analyst

Data

14 Discuss the purpose of collecting and organizing data. 1.14

15 Interpret data displayed in a chart. Example: Using charts which depict data students interpret the data either verbally or in written form (which has more, less, are equal). 1.15

16 Demonstrate how digital devices can save information as data that can be stored, searched, retrieved, and deleted. 1.16

Systems

17 Use digital devices with a variety of operating systems. Examples: Interactive boards, tablets, laptops, other handheld devices 1.17

18 Label visible components of digital devices. Examples: Visible input and output components such as USB, touch screen, keyboard, audio and video connectors, speakers. 1.18

Innovative Designer

Design Thinking

19 Identify and revise problem-solving strategies to solve a simple problem. Examples: Scientific method, visual images or mind pictures, look for patterns, systematic list. 1.19