

Grades 6-8

Computing Systems

Devices

- 1 Design modifications to computing devices in order to improve the ways users interact with the devices. [6-8.CS.1](#)
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Hardware & Software

- 2 Design a project that combines hardware and software components to collect and exchange data. [6-8.CS.2](#)
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Troubleshooting

- 3 Systematically apply troubleshooting strategies to identify and resolve hardware and software problems in computing systems. [6-8.CS.3](#)
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Networks & the Internet

Network Communication & Organization

- 4 Model the role of protocols in transmitting data across networks and the internet. [6-8.NI.4](#)
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Cybersecurity

- 5 Explain potential security threats and security measures to mitigate threats. [6-8.NI.5](#)
 - 6 Apply multiple methods of information protection to model the secure transmission of information. [6-8.NI.6](#)
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Data & Analysis

Storage

- 7 Represent data in multiple ways. [6-8.DA.7](#)
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Collection Visualization & Transformation

- 8 Collect data using computational tools and transform the data to make it more useful. [6-8.DA.8](#)
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Inference & Models

- 9 Test and analyze the effects of changing variables while using computational models. [6-8.DA.9](#)
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Algorithms & Programming

Algorithms

- 10 Use flowcharts and/or pseudocode to design and illustrate algorithms that solve complex problems. [6-8.AP.10](#)
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Variables

- 11 Create clearly named variables that store data, and perform operations on their contents. [6-8.AP.11](#)
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Control

- 12 Design and iteratively develop programs that combine control structures and use compound conditions. [6-8.AP.12](#)
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Modularity

- 13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. [6-8.AP.13](#)
 - 14 Create procedures with parameters to organize code and make it easier to reuse. [6-8.AP.14](#)
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Program Development

- 15 Seek and incorporate feedback from team members and users to refine a solution that meets user needs. [6-8.AP.15](#)
 - 16 Incorporate existing code, media, and libraries into original programs, and give attribution. [6-8.AP.16](#)
 - 17 Systematically test and refine programs using a range of test cases. [6-8.AP.17](#)
 - 18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts. [6-8.AP.18](#)
 - 19 Document programs in order to make them easier to use, read, test, and debug. [6-8.AP.19](#)
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Impacts of Computing

Culture

- 20 Compare tradeoffs associated with computing technologies that affect people's everyday activities and career options. [6-8.IC.20](#)
 - 21 Discuss issues of bias and accessibility in the design of existing technologies. [6-8.IC.21](#)
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Social Interactions

- 22 Collaborate with many contributors when creating a computational artifact. [6-8.IC.22](#)

Safety Law & Ethics

- 23 Compare tradeoffs associated with licenses for computational artifacts to balance the protection of the creators' rights and the ability for others to use and modify the artifacts. [6-8.IC.23](#)
- 24 Compare tradeoffs between allowing information to be public and keeping information private and secure. [6-8.IC.24](#)