Nevada Computer Science

Computer Science: Grade 5

Algorithms and Programming	1	Demonstrate how to decompose a task of complexity into simple tasks and compose a simple task into tasks of complexity. 5.AP.M.1
	2	Modify, incorporate, and test portions of an existing program into their own work, to develop something new or add more advanced features. 5.AP.M.2
	3	Use the iterative process to develop a program to express an idea or address a problem while considering others' perspectives and preferences. 5.AP.PD.1
	4	Describe choices made during program development using code comments, presentations, and demonstrations. 5.AP.PD.2
	5	Observe intellectual property rights and give appropriate attribution (credit) when creating or remixing programs. 5.AP.PD.3
Computing Systems	1	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies. 5.CS.T.1
Data and Analysis	1	Recognize how text, images, and sounds are represented as binary numbers in computing devices. 5.DA.IM.1
Impacts of Computing	1	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users. 5.IC.C.1
	2	Seek diverse perspectives for the purpose of improving computational artifacts. 5.IC.SI.1
Networks and the Internet	1	Explain the concept of network protocols. 5.NI.NCO.1
	2	Identify the advantages and disadvantages of various network types (e.g., wire, WiFi, cellular data). 5.NI.NCO.2