Computer Science and Digital Fluency Learning Standards



Standards at a Glance

Grades 7-8

Impacts of Computing

Subconcept	Standard
Society	 7-8.IC.1 Compare and contrast tradeoffs associated with computing technologies that affect individuals and society. 7-8.IC.2 Evaluate the impact of laws or regulations on the development and use of computing technologies and digital information.
Ethics	 7-8.IC.3 Identify and discuss issues of ethics surrounding computing technologies and current events. 7-8.IC.4 Identify and discuss issues related to the collection and use of public and private data.
	7-8.IC.5 Analyze potential sources of bias that could be introduced to complex computer systems and the potential impact of these biases on individuals.
Accessibility	7-8.IC.6 Assess the accessibility of a computing device or software application in terms of user needs.
Career Paths	7-8.IC.7 Explore a range of computer science-related career paths.

Computational Thinking

Subconcept	Standard
Modeling and Simulation	7-8.CT.1 Compare the results of alternative models or simulations to determine and evaluate how the input data and assumptions change the results.
Data Analysis and Visualization	7-8.CT.2 Collect and use digital data in a computational artifact.
	7-8.CT.3 Refine and visualize a data set in order to persuade an audience.
Abstraction	7-8.CT.4 Write a program using functions or procedures whose names or other documentation convey their purpose within the larger task.
and Decomposition	7-8.CT.5 Identify multiple similar concrete computations in a program, then create a function to generalize over them using parameters to accommodate their differences.
	7-8.CT.6 Design, compare and refine algorithms for a specific task or within a program.
	7-8.CT.7 Design or remix a program that uses a variable to maintain the current value of a key piece of information.
Algorithms and	7-8.CT.8 Develop or remix a program that effectively combines one or more control structures for creative expression or to solve a problem.
Programming	7-8.CT.9 Read and interpret code to predict the outcome of various programs that involve conditionals and repetition for the purposes of debugging.
	7-8.CT.10 Document the iterative design process of developing a computational artifact that incorporates user feedback and preferences.

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Networks & System Design



Subconcept	Standard
Hardware and Software	7-8.NSD.1 Design a user interface for a computing technology that considers usability, accessibility, and desirability.
	7-8.NSD.2 Design a project that combines hardware and software components.
	7-8.NSD.3 Identify and fix problems with computing devices and their components using a systematic troubleshooting method or guide.
Networks and	7-8.NSD.4 Design a protocol for transmitting data through a multi-point network.
the Internet	7-8.NSD.5 Summarize how remote data is stored and accessed in a network.

Cybersecurity



Digital Literacy

Subconcept	Standard
	7-8.DL.1 Type on a keyboard while demonstrating proper keyboarding technique, with increased speed and accuracy.
	7-8.DL.2 Communicate and collaborate with others using a variety of digital tools to create and revise a collaborative product.
Digital Use	7-8.DL.3 Compare types of search tools, choose a search tool for effectiveness and efficiency, and evaluate the quality of search tools based on returned results.
	7-8.DL.4 Select and use digital tools to create, revise, and publish digital artifacts.
	7-8.DL.5 Transfer knowledge of technology in order to explore new technologies.
Digital	7-8.DL.6 Explain the connection between the persistence of data on the Internet, personal online identity, and personal privacy.
Citizenship	7-8.DL.7 Describe safe, appropriate, positive, and responsible online behavior and identify strategies to combat negative online behavior.