

Grade	Unit (Setting)	Concept / Tool Type	CSTA Standards				
1	Programming Robots (Egypt)	Computing Systems Robotics	1A-CS-02 1A-CS-03 1A-DA-05	1A-AP-08 1A-AP-09 1A-AP-10	1A-AP-11 1A-AP-12 1A-AP-15	1A-IC-16 1B-CS-01	1B-CS-02 1B-IC-18
2	Creating Animations (Dominican Republic)	Algorithms & Programming Visual Programming	1A-CS-01 1A-CS-02 1A-CS-03 1A-DA-05 1A-AP-08	1A-AP-09 1A-AP-10 1A-AP-11 1A-AP-12	1A-AP-13 1A-AP-14 1A-AP-15	1A-IC-16 1A-IC-17 1A-IC-18	1B-CS-01 1B-CS-02 1B-IC-18
3	Building Automated Systems (Japan)	Computing Systems Visual Computing	1A-CS-02 1A-CS-03 1A-DA-05 1A-AP-08 1A-IC-16	1A-IC-17 1A-IC-18	1B-CS-03 1B-DA-07 1B-AP-10 1B-CS-02 1B-AP-11	1B-AP-13 1B-AP-15 1B-AP-16 1B-AP-17	1B-IC-18 1B-IC-19 1B-IC-20
4	Designing Computer Games (Botswana)	Impacts of Computing Visual Programming	1A-CS-02 1A-CS-03 1A-DA-05 1A-AP-08 1A-IC-16	1A-IC-17 1A-IC-18 1B-CS-01 1B-CS-02 1B-AP-08	1B-AP-09 1B-AP-10 1B-AP-11 1B-AP-12	1B-AP-13 1B-AP-14 1B-AP-15 1B-AP-16	1B-AP-17 1B-IC-18 1B-IC-19 1B-IC-20
5	Analyzing Digital Images (Lower Elwha Klallam Tribe, Washington State)	Data & Analysis Visual Programming	1A-CS-02 1A-CS-03 1A-DA-05 1A-AP-08 1A-IC-16	1A-IC-17 1A-IC-18 1B-CS-01 1B-CS-02	1B-DA-07 1B-AP-09 1B-AP-10 1B-AP-11	1B-AP-12 1B-AP-13 1B-AP-14 1B-AP-15	1B-AP-16 1B-AP-17 1B-IC-18 1B-IC-20



Key to Computer Science Teachers Association (CSTA) K–12 Learning Standards Identifiers

Level	Framework Concept	Number	Computer Science K–12 Learning Standard
Grades 3-5	Algorithms and Programming	09	Create programs that use variables to store and modify data.
1B	AP	09	Identifier: 1B-AP-09

The identifier code corresponds to: Level – Concept – Number
1B-AP-09

Identifier Code	Levels
1A	Grades K–2
1B	Grades 3–5
2	Grades 6–8
3A	Grades 9–10
3B	Grades 11–12

Identifier Code	Concepts
CS	Computing Systems
NI	Networks and the Internet
DA	Data and Analysis
AP	Algorithms and Programming
IC	Impacts of Computing

The 7 core practices of computer science describe the *behaviors and ways of thinking that computationally literate students use* to fully engage in today’s data-rich and interconnected world.

Identifier Code	Practices
P1	Fostering an Inclusive Computing Culture
P2	Collaborating
P3	Recognizing and Defining Computational Problems
P4	Developing and Using Abstractions
P5	Creating Computational Artifacts
P6	Testing and Refining
P7	Communicating about Computing

Computer Science Teachers Association K–12 Computer Science Standards (2017) Retrieved from <http://www.csteachers.org>

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