

Grade	Unit	Concept Tool Type	CSTA Standards				
<b>1st</b>	Programming Robots	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
<b>2nd</b>	Creating Animations	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
<b>3rd</b>	Building Automated Systems	Computing Systems Physical Computing	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-CS-03 1B-DA-07 1B-AP-10 1B-AP-11	1B-AP-13 1B-AP-15 1B-AP-16 1B-AP-17	1B-IC-18 1B-IC-19 1B-IC-20
<b>4th</b>	Designing Computer Games	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
<b>5th</b>	Analyzing Digital Images	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