CSTA Standards	Grades 6-8	Mission 1	Mission 2	Mission 3	Mission 4	Remix 1	Mission 5	Mission 6	Remix 2	Mission 7	Mission 8	Remix 3	Mission 9	Final Project
(1) Computing Systems -	2-CS-01 Recommend improvements to the design of computing devices, based on an analysis of how users interact with the devices.													
	2-CS-02 Design projects that combine hardware and software components to collect and exchange data.					Х			Х			х		Х
	2-CS-03 Systematically identify and fix problems with computing devices and their components.													
(2) Networks & the Internet -	2-NI-O4 Model the role of protocols in transmitting data across networks and the Internet.													
	2-NI-05 Explain how physical and digital security measures protect electronic information.													
	2-NI-06 Apply multiple methods of encryption to model the secure transmission of information.													
(3) Data & Analysis -	2-DA-07 Represent data using multiple encoding schemes.													
	2-DA-08 Collect data using computational tools and transform the data to make it more useful and reliable.							Х	х	Х	Х	Х	Х	Х
	2-DA-09 Refine computational models based on the data they have generated.							х	Х	Х	Х	Х	Х	х
(4) Algorithms & Programming -	2-AP-10 Use flowcharts and/or pseudocode to address complex problems as algorithms.			х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х
	2-AP-11 Create clearly named variables that represent different data types and perform operations on their values.			х	х	х	х	х	х	х	х	Х	Х	х
	2-AP-12 Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.			х	х	х	Х	Х	Х	Х	Х	Х	Х	х
	2-AP-13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.			Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	х
	2-AP-14 Create procedures with parameters to organize code and make it easier to reuse.				Х	Х	Х	Х	Х	Х	Х	Х	Х	Х
	2-AP-15 Seek and incorporate feedback from team members and users to refine a solution that meets user needs.					х			Х			Х		Х
	2-AP-16 Incorporate existing code, media, and libraries into original programs, and give attribution.			Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х

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	2-AP-17 Systematically test and refine programs using a range of test cases.			х	Х	Х	Х	Х	х	Х	Х	Х	Х	Х
	2-AP-18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts.					Х			х			Х		Х
	2-AP-19 Document programs in order to make them easier to follow, test, and debug.			х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х
(5) Impacts of Computing -	2-IC-20 Compare tradeoffs associated with computing technologies that affect people's everyday activities and career options.													
	2-IC-21 Discuss issues of bias and accessibility in the design of existing technologies.													
	2-IC-22 Collaborate with many contributors through strategies such as crowdsourcing or surveys when creating a computational artifact.													
	2-IC-23 Describe tradeoffs between allowing information to be public and keeping information private and secure.													