South Carolina CS Standards Alignment with Python with Robots Curriculum

	Unit 1	Unit 2	Unit 3	Unit 4
Computing Systems				
6.CS.1.1 Identify and describe the key functional components (e.g., input devices, output devices, processor, operating system, software applications, memory, storage) of a computer.				
6.CS.1.2 Identify relevant problems and how they are solved using computer science and various types of computing devices(e.g., directions to a location can be obtained through Global Position Systems (GPS) and/or online maps).				
6.CS.2.1 Understand various ways software is acquired and installed.				
6.CS.3.1 Identify the source of a problem using a systematic process (i.e., troubleshooting).				
Networks & the Internet				
6.NI.1.1 Identify and define hardware required to connect to a network (e.g., connect a school tablet or computer to Wi-Fi, network, or internet).				
6.NI.1.2 Define an IP address and show an example.				
6.NI.1.3 Identify a Uniform Resource Locator (URL).				
6.NI.1.4 Define a packet and explain how they are used to transmit data across a network.				
6.NI.2.1 Identify common security risks associated with using computer networks (e.g., compromised passwords, phishing, viruses).				
6.NI.2.2 Identify how individuals and organizations protect data and information from security risks associated with using computer networks.				
Data and Analysis				
6.DA.1.1 Identify the file extensions (e.g., .ppt, .pdf, .mp3) associated with software programs.				
6.DA.2.1 Explore real-world data collection (e.g., identification number at lunch; teacher taking attendance; grocery store shopping card).				
6.DA.3.1 Explain how large data sets are represented graphically (e.g., frequency plots, bar graphs).				
6.DA.3.2 Represent one set of numerical data (e.g., histograms, box plots, dot plots).				
Algorithms and Programming				
6.AP.1.1 Recognize that there are multiple ways to sequence instructions that can lead to the same result.				
6.AP.1.2 Interpret pseudocode and flowcharts.				
6.AP.2.1 Select appropriate coding control structures to skip or repeat instructions.				

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6.AP.3.1 Discuss the parts of a program (e.g., components of creating a video game include keeping score, determining winners/losers, moving characters, designing game art, and advancing levels).				
6.AP.4.1 Use a beginner coding language (e.g., drag-and-drop, block-based) to design and code a simple program that solves a problem				
6.AP.5.1 Recognize variables that represent information (e.g., age, first name).				
6.AP.5.2 Recognize variables can represent different types of data (e.g., numbers, words, colors, images).				
Impacts of Computing				
6.IC.1.1 Explore how computer science is and can be used to solve problems in students' daily lives (e.g., "Internet of Things," smart appliances, smart cars).				
6.IC.1.2 Discover positive and negative impacts of computing on society (e.g., personal, health, workforce, economy, education, culture, environment).				
6.IC.2.1 Identify current communication methods and computing devices.				
6.IC.3.1 Identify guidelines for safely using the internet.				
6.IC.4.1 Identify unethical and illegal behavior.				