CSTA Standards	Grades 3-5	Mission 1	Mission 2	Mission 3	Mission 4	Remix 1	Mission 5	Mission 6	Remix 2	Mission 7	Mission 8	Remix 3	Mission 9	Remix 4	Mission 10	Mission 11	Mission 12	Remix 5	OPTIONAL	Mission 13	Mission 14	Mission 15	Mission 16
(1) Computing Systems -	1B-CS-01 Describe how internal and external parts of computing devices function to form a system.		x																				
	1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks.		x																				
	1B-CS-03 Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.		x																				
(2) Networks & the Internet -	1B-NI-O4 Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the Internet, and reassembled at the destination.																						
	1B-NI-O5 Discuss real-world cybersecurity problems and how personal information can be protected.																						
(3) Data & Analysis - (4) Algorithms & Programming -	1B-DA-06 Organize and present collected data visually to highlight relationships and support a claim.																						
	1B-DA-07 Use data to highlight or propose cause-and- effect relationships, predict outcomes, or communicate an idea.																						
4) Algorithms & Programming -	1B-AP-08 Compare and refine multiple algorithms for the same task and determine which is the most appropriate.																						
	1B-AP-09 Create programs that use variables to store and modify data.			x	x	х	х	x	x	x	x	х	х	х	х	х	X	x		х	х	x	x
	1B-AP-10 Create programs that include sequences, events, loops, and conditionals.				x	x	х	x	x	x	x	x	х	х	х	х	x	x		х	х	x	x
	1B-AP-11 Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.			x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		х	x	x	x
	1B-AP-12 Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.					x			x			x		x				x					
	1B-AP-13 Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences.					x			x			x		x				x					
	1B-AP-14 Observe intellectual property rights and give appropriate attribution when creating or remixing programs.																						
<ul> <li>(1) Computing Systems -</li> <li>(2) Networks &amp; the Internet -</li> <li>(3) Data &amp; Analysis -</li> <li>(4) Algorithms &amp; Programming -</li> </ul>	1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.			x	x	x	х	x	x	x	x	x	х	х	x	х	x	x		х	х	x	x
	1B-AP-16 Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development.			x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		x	x	x	x
	1B-AP-17 Describe choices made during program development using code comments, presentations, and demonstrations.						x	x	x	x	x	x	x	x	x	x	x	x		х	x	x	x
(5) Impacts of Computing -	1B-IC-18 Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.																						
	1B-IC-19 Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.																						

CSTA Standards	Grades 3-5	Mission 1	Mission 2	Mission 3	Mission 4	Remix 1	Mission 5	Mission 6	Remix 2	Mission 7	Mission 8	Remix 3	Mission 9	Remix 4	Mission 10	Mission 11	Mission 12	Remix 5	OPTIONAL Mission 13	Mission 14	Mission 15	Mission 16
	1B-IC-20 Seek diverse perspectives for the purpose of improving computational artifacts.																					
	1B-IC-21 Use public domain or creative commons media, and refrain from copying or using material created by others without permission.																					