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	Remix 4	Mission 10	Mission 11	Mission 12	Remix 5	Mission 13	Remix 6	Mission 14	Remix 7	Mission 15	Remix 8	Mission 16	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.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-CS-03 Systematically identify and fix problems with computing devices and their components.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
(2) Networks & the Internet -	2-NI-04 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.																									
	2-DA-09 Refine computational models based on the data they have generated.																									
(4) Algorithms & Programming -	2-AP-10 Use flowcharts and/or pseudocode to address complex problems as algorithms.																									
	2-AP-11 Create clearly named variables that represent different data types and perform operations on their values.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-12 Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.									X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-13 Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-14 Create procedures with parameters to organize code and make it easier to reuse.												X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-15 Seek and incorporate feedback from team members and users to refine a solution that meets user needs.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-16 Incorporate existing code, media, and libraries into original programs, and give attribution.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-17 Systematically test and refine programs using a range of test cases.									X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-18 Distribute tasks and maintain a project timeline when collaboratively developing computational artifacts.	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
	2-AP-19 Document programs in order to make them easier to follow, test, and debug.			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
(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.																									