West Virginia CS Standards Alignment with CodeX Curriculum			
	Unit 1	Unit 2	Unit 3
Computer Systems and Computational Thinking			
CS.6-8.1 Analyze and devise problem-solving strategies cooperatively and collaboratively.			
CS.6-8.2 Systematically identify and fix problems with computing, devices, and their components.	[1]		
CS.6-8.3 Analyze connections between elements of computer science and mathematics.			
Networks and Cyber Infrastructure			
CS.6-8.4 Use various computer applications and online resources to explore how networks and cyber infrastruture work together to privide security and prevent system compromise.			
CS.6-8.5 Model appropriate data privacy and cyber security procedures when using a computer.			
CS.6-8.6 Understand how information is transmitted via wired and wireless networks and the security vulnerability.			
Data and Information			
CS.6-8.7 Convert various types of data into different formats.			
CS.6-8.8 Use digital tools to collect, organize, and analyze data.			
CS.6-8.9 Produce accurate and correct information from data.			
Programming and Algorithms			
CS.6-8.10 Analyze the problem and use a tool (e.g., flow chart) to design an algorithm to solve complex problems.	[2]		
CS.6-8.11 Understand the function of control structures to create specific behaviors (e.g., sequential, selection, repetition).	[3]		
CS.6-8.12 Write computer program(s) to solve simple problems and document the process for others to reference.	[4]		
CS.6-8.13 Seek and incorporate feedback from team members and users to refine a solution that meets user needs.			
Impacts of Computing			
CS.6-8.14 Determine the uses of computing concepts and technology in global collaboration.			
CS.6-8.15 Explain how computer science fosters innovation in all careers and disciplines.			
CS.6-8.16 Discuss issues of bias and accessibility in the design of existing technologies.			

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	Unit 1	Unit 2	Unit 3
Computer Systems and Computational Thinking			
CS.9-12.1 Develop and apply criteria for evaluating a computer system for a given purpose.			
CS.9-12.2 Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects.			
Networks and Cyber Infrastructure			
CS.9-12.3 Analyze reliable and safe communication methods to transmit information among computing devices over the network.			
CS.9-12.4 Analyze the utilization of computers and networks.			
Data and Information			
CS.9-12.5 Store, transmit, and manipulate data electronically.			
CS.9-12.6 Use tools to graphically represent the data and information.			
CS.9-12.7 Create computational models for simulating real-world systems.			
Programming and Algorithms			
CS.9-12.8 Organize and create a modular program.	[5]		
CS.9-12.9 Compare the effectiveness of the algorithms.			
CS.9-12.10 Create computer program(s) to solve specific problems both independently and collaboratively.			
Impacts of Computing			
CS.9-12.11 Explain the national and global economic impact of cybercrime.			
CS.9-12.12 Analyze the negative and positive impact of new technology socially and globally.			
CS.9-12.13 Test and refine computational artifacts to reduce bias and equity deficits.			
CS.9-12.14 Use tools and methods for collaborating on a project to increase connectivity of people in different cultures and career fields.			

[1] Mission 2 discusses troubleshooting techniques as does the teachers' manual

[2] Flowcharts are introduced in the teachers' manual

[3] These begin in Mission 4

[4] 5.5 introduces the use of comments in the codes

[5] This begins in Mission 4