CSTA Standards	Grades 11-12	Mission 1: Welcome	Mission 2: Introducing CodeBot	Mission 3: Light the Way	Mission 4: Get Moving	Mission 5: DanceBot	Mission 6: Robot Metronome	Mission 7: Line Sensors	Mission 8: Boundary Patrol	Mission 9: Line Following	Mission 10: Fido Fetch	Mission 11: Airfield Ops	Mission 12: King of the Hill	Mission 13: Going the Distance	Mission 14: Music Box	Mission 15: Cyber Storm
(1) Computing Systems	3B-CS-01 Categorize the roles of operating system software.															
	3B-CS-02 Illustrate ways computing systems implement logic, input, and output through hardware components.			х	х	х	х	х	х	х	х	х	Х	Х	х	х
(2) Networks & the Internet	3B-NI-03 Describe the issues that impact network functionality (e.g., bandwidth, load, delay, topology).															
	3B-NI-04 Compare ways software developers protect devices and information from unauthorized access.															
(3) Data & Analysis -	3B-DA-05 Use data analysis tools and techniques to identify patterns in data representing complex systems.															
	3B-DA-06 Select data collection tools and techniques to generate data sets that support a claim or communicate information.															
	3B-DA-07 Evaluate the ability of models and simulations to test and support the refinement of hypotheses.															
(4) Algorithms & Programming -	3B-AP-08 Describe how artificial intelligence drives many software and physical systems.															
	3B-AP-09 Implement an artificial intelligence algorithm to play a game against a human opponent or solve a problem.															
	3B-AP-10 Use and adapt classic algorithms to solve computational problems.			х	Х	Х	х	Х	х	Х	Х	х	Х	Х	х	Х
	3B-AP-11 Evaluate algorithms in terms of their efficiency, correctness, and clarity.			Х	Х	Х	х	Х	х	Х	Х	х	Х	Х	х	Х
	3B-AP-12 Compare and contrast fundamental data structures and their uses.			х	х	Х	х	Х	х	Х	Х	х	Х	Х	х	Х
	3B-AP-13 Illustrate the flow of execution of a recursive algorithm.															
	3B-AP-14 Construct solutions to problems using student-created components, such as procedures, modules and/or objects.			Х	х	Х	Х	Х	Х	Х	Х	Х	X	Х	Х	x
	3B-AP-15 Analyze a large-scale computational problem and identify generalizable patterns that can be applied to a solution.															

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	3B-AP-16 Demonstrate code reuse by creating programming solutions using libraries and APIs.			х	х	Х	х	Х	х	Х	Х	Х	Х	Х	Х	Х
	3B-AP-17 Plan and develop programs for broad audiences using a software life cycle process.			х	х	Х	х	Х	х	Х	Х	Х	Х	Х	Х	Х
	3B-AP-18 Explain security issues that might lead to compromised computer programs.															
	3B-AP-19 Develop programs for multiple computing platforms.			х	х	Х	х	Х	х	Х	Х	Х	Х	Х	Х	Х
	3B-AP-20 Use version control systems, integrated development environments (IDEs), and collaborative tools and practices (code documentation) in a group software project.															
	3B-AP-21 Develop and use a series of test cases to verify that a program performs according to its design specifications.				х	Х	х	х	х	Х	Х	Х	Х	Х	Х	х
	3B-AP-22 Modify an existing program to add additional functionality and discuss intended and unintended implications (e.g., breaking other functionality).															
	3B-AP-23 Evaluate key qualities of a program through a process such as a code review.			х	х	Х	х	х	х	Х	Х	Х	Х	Х	Х	х
	3B-AP-24 Compare multiple programming languages and discuss how their features make them suitable for solving different types of problems.															
(5) Impacts of Computing -	3B-IC-25 Evaluate computational artifacts to maximize their beneficial effects and minimize harmful effects on society.															
	3B-IC-26 Evaluate the impact of equity, access, and influence on the distribution of computing resources in a global society.															
	3B-IC-27 Predict how computational innovations that have revolutionized aspects of our culture might evolve.															
	3B-IC-28 Debate laws and regulations that impact the development and use of software.															