CSTA Standards	Grades 11-12	Mission 1	Remix 1	Mission 2	Remix 2	Mission 3	Remix 3	Mission 4	Remix 4	Mission 5	Remix 5	Mission 6	Remix 6	Mission 7	Remix 7	Mission 8	Remix 8	Mission 9	Remix 9	Mission 10	Remix 10
(1) Computing Systems	3B-CS-01 Categorize the roles of operating system software.																				
	3B-CS-O2 Illustrate ways computing systems implement logic, input, and output through hardware components.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
(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	x	x	x	x	x	x	x	x	x	x	x	x	x	х	x	x	х	x	x
	3B-AP-11 Evaluate algorithms in terms of their efficiency, correctness, and clarity.	х	x	x	x	x	x	x	x	x	x	x	x	x	x	х	x	х	х	x	x
	3B-AP-12 Compare and contrast fundamental data structures and their uses.																				
	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.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
	3B-AP-15 Analyze a large-scale computational problem and identify generalizable patterns that can be applied to a solution.																				
	3B-AP-16 Demonstrate code reuse by creating programming solutions using libraries and APIs.	х	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	х	x	x	x
	3B-AP-17 Plan and develop programs for broad audiences using a software life cycle process.																				
	3B-AP-18 Explain security issues that might lead to compromised computer programs.																				
	3B-AP-19 Develop programs for multiple computing platforms.																				
	3B-AP-20 Use version control systems, integrated development environments (IDEs), and collaborative tools and practices (code documentation) in a group software project.																				

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	3B-AP-21 Develop and use a series of test cases to verify that a program performs according to its design specifications.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
	3B-AP-22 Modify an existing program to add additional functionality and discuss intended and unintended implications (e.g., breaking other functionality).		x		x		x		x		x		x		x		x		x		x
	3B-AP-23 Evaluate key qualities of a program through a process such as a code review.		x		x		x		x		x		x		x		x		x		x
	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.																				