| CSTA Standards | Grades 3-5 | 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 - | 1B-CS-01 Describe how internal and external parts of computing devices function to form a system. | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
| | 1B-CS-02 Model how computer hardware and software work together as a system to accomplish tasks. | х | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | х | x | x |
| | 1B-CS-03 Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies. | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
| | 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-05 Discuss real-world cybersecurity problems and how personal information can be protected. | | | | | | | | | | | | | | | | | | | | |
| (3) Data & Analysis - | 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. | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
| | 1B-AP-09 Create programs that use variables to store and modify data. | х | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | х | х | x |
| | 1B-AP-10 Create programs that include sequences, events, loops, and conditionals. | | x | | x | | | x | x | x | x | x | | x | | x | x | 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 | x | x | 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 | | x | | x | | x | | x | | x |
| (1) Computing Systems - (2) Networks & the Internet - (3) Data & Analysis - (4) Algorithms & Programming - | 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 | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
| | 1B-AP-14 Observe intellectual property rights and give appropriate attribution when creating or remixing programs. | | x | | x | | x | | x | | x | | x | | x | | x | | x | | x |
| | 1B-AP-15 Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. | х | x | х | x | x | x | x | x | x | x | х | x | x | x | х | x | x | х | х | 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 | 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 | x | x | x | x | x | 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. | | | | | | | | | | | | | | | | | | | | |

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|----------------|--|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|------------|----------|
| | 1B-IC-19 Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users. | | | | | | | | | | | | | | | | | | | | |
| | 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. | | | | | | | | | | | | | | | | | | | | |