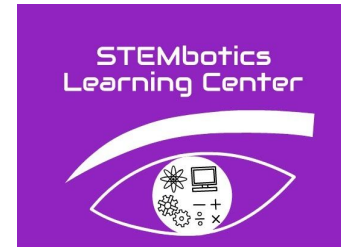


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K-2 Computer Science National Standards Connections

Click [here](#) to view the entire complete list of Computer Science Standards.

Computing Systems

1A-CS-02

Use appropriate terminology in identifying and describing the function of common physical components of computing systems (hardware).

Data and Analysis

1A-DA-06

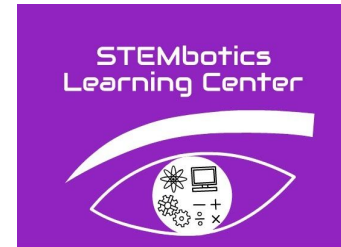
Collect and present the same data in various visual formats.

1A-DA-07

Identify and describe patterns in data visualizations, such as charts or graphs, to make predictions

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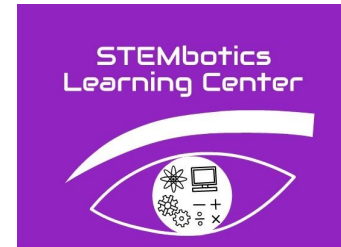
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Algorithms & Programming	
1A-AP-08	Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks.
1A-AP-09	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
1A-AP-10	Develop programs with sequences and simple loops, to express ideas or address a problem.
1A-AP-13	Give attribution when using the ideas and creations of others while developing programs.
1A-AP-14	Debug (identify and fix) errors in an algorithm or program that includes sequences and simple loops.
1A-AP-15	Using correct terminology, describe steps taken and choices made during the iterative process of program development

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Impacts of Computing

1A-IC-16

Compare how people live and work before and after the implementation or adoption of new computing technology.

1A-IC-17

Work respectfully and responsibly with others online.

K-2 National K-12 Science Standards Connections

Click [here](#) to view the complete document of science standards.

Kindergarten

Motion & Stability: Forces & Interactions

K-PS2-1.

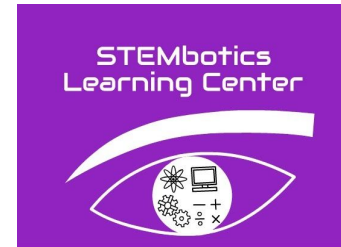
Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.

K-PS2-2.

Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.*

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From Molecules to Organisms

K-LS1-1.

Use observations to describe patterns of what plants and animals (including humans) need to survive.

Earth's Systems

K-ESS2-2.

Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.

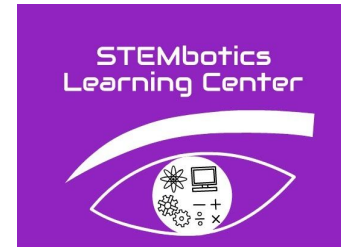
Earth & Human Activity

K-ESS3-3.

Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.*

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Engineering Design Process

K-2-ETS1-1.

Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

K-2-ETS1-2.

Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

K-2-ETS1-3.

Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

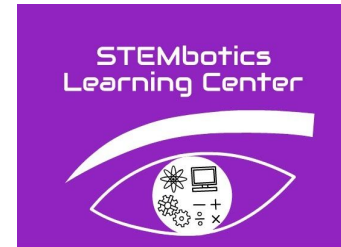
First Grade

1-LS1-2.

Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.

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Heredity: Inheritance and Variation of Traits

1-LS3-1.

Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents

Earth's Place in the Universe

1-ESS1-1.

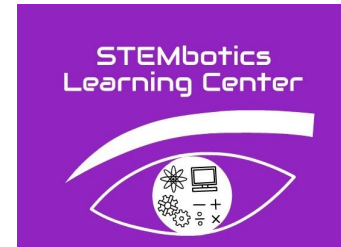
Use observations of the sun, moon, and stars to describe patterns that can be predicted.

1-ESS1-2.

Make observations at different times of year to relate the amount of daylight to the time of year.

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Engineering Design Process

K-2-ETS1-1.

Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

K-2-ETS1-2.

Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

K-2-ETS1-3.

Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

Second Grade

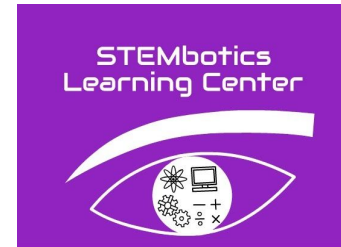
Biological Evolution: Unity & Diversity

2-LS4-1.

Make observations of plants and animals to compare the diversity of life in different habitats.

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Engineering Design Process

K-2-ETS1-1.

Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

K-2-ETS1-2.

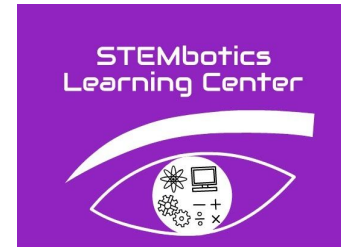
Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

K-2-ETS1-3.

Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.

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K-2 Common Core Math Standards

Click [here](#) for the complete K-2 Common Core Math Standards.

Kindergarten

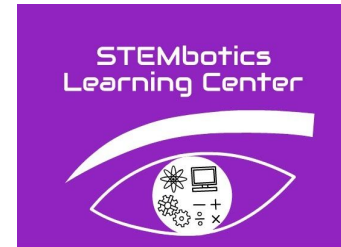
Measurement & Data	Describe and compare measurable attributes
Measurement & Data	Classify objects and count the number of objects in categories.
Geometry	Identify and describe shapes.
Geometry	Analyze, compare, create, and compose shapes.

First Grade

Measurement & Data	Measure lengths indirectly and by iterating length units.
Measurement & Data	Represent and interpret data.
Geometry	Reason with shapes and their attributes.

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Second Grade	
Measurement & Data	Measure and estimate lengths in standard units.
Measurement & Data	Relate addition and subtraction to length.
Measurement & Data	Represent and interpret data.
Geometry	Reason with shapes and their attributes.