### Main Criteria: Forward Education

Secondary Criteria: CSTA K-12 Computer Science Standards

Subjects: Mathematics, Science, Technology Education Grades: 3, 4, Key Stage 1, Key Stage 2

## **Forward Education**

#### Protecting Pollinators with a Bee Counter

## CSTA K-12 Computer Science Standards

Technology Education Grade 3 - Adopted: 2017

| LEVEL                           | CSTA.1B.      | Level 1B (Ages 8-11)  |
|---------------------------------|---------------|---|
| STRAND /<br>COURSE              | 1B-AP.        | Algorithms & Programming  |
| LEARNING<br>OUTCOME /<br>STRAND |               | Program Development   |
| LEARNING<br>OUTCOME             | 1B-AP-<br>13. | Use an iterative process to plan the development of a program by including others" perspectives and considering user preferences. (P1.1, P5.1)                  |
| LEARNING<br>OUTCOME             | 1B-AP-<br>16. | Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development. (P2.2) |
|                                 | 1B-4P-        | Describe choices made during program development using code comments presentations and demonstrations   |

LEARNING1B-AP-Describe choices made during program development using code comments, presentations, and demonstrations.OUTCOME17.(P7.2)

| LEVEL                           | CSTA.1B. | Level 1B (Ages 8-11) |
|---------------------------------|----------|----------------------|
| STRAND /<br>COURSE              | 1B-IC.   | Impacts of Computing |
| LEARNING<br>OUTCOME /<br>STRAND |          | Social Interactions  |

LEARNING 1B-IC-20. Se OUTCOME

1B-IC-20. Seek diverse perspectives for the purpose of improving computational artifacts. (P1.1)

# CSTA K-12 Computer Science Standards Technology Education

Grade 4 - Adopted: 2017

| LEVEL                           | CSTA.1B.      | Level 1B (Ages 8-11)  |
|---------------------------------|---------------|---|
| STRAND /<br>COURSE              | 1B-AP.        | Algorithms & Programming  |
| LEARNING<br>OUTCOME /<br>STRAND |               | Program Development   |
| LEARNING<br>OUTCOME             | 1B-AP-<br>13. | Use an iterative process to plan the development of a program by including others'' perspectives and considering user preferences. (P1.1, P5.1)                 |
| LEARNING<br>OUTCOME             | 1B-AP-<br>16. | Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development. (P2.2) |

| LEARNING<br>OUTCOME             | 1B-AP-<br>17. | Describe choices made during program development using code comments, presentations, and demonstrations.<br>(P7.2) |
|---------------------------------|---------------|--|
| LEVEL                           | CSTA.1B.      | Level 1B (Ages 8-11)   |
| STRAND /<br>COURSE              | 1B-IC.        | Impacts of Computing   |
| LEARNING<br>OUTCOME /<br>STRAND |               | Social Interactions  |

LEARNING OUTCOME 1B-IC-20. Seek diverse perspectives for the purpose of improving computational artifacts. (P1.1)