Forward

<div style="background:green">Solar Water Disinfection (SODIS)</div>

CSTA K-12 Computer Science Standards
Technology Education
Grade **5** - Adopted: **2017**

LEVEL	CSTA.1B.	Level 1B (Ages 8-11)
STRAND / COURSE	1B-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Program Development

LEARNING OUTCOME	1B-AP-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 OUTCOME	1B-AP-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 OUTCOME	1B-AP-17.	Describe choices made during program development using code comments, presentations, and demonstrations. (P7.2)

LEVEL	CSTA.1B.	Level 1B (Ages 8-11)
STRAND / COURSE	1B-IC.	Impacts of Computing
LEARNING OUTCOME / STRAND		Culture

LEARNING OUTCOME	1B-IC-19.	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users. (P1.2)

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

LEARNING 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 **6** - Adopted: **2017**

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming

LEARNING OUTCOME / STRAND		Algorithms

LEARNING OUTCOME	2-AP-10.	Use flowcharts and/or pseudocode to address complex problems as algorithms. (P4.4, P4.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Modularity

LEARNING OUTCOME	2-AP-13.	Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. (P3.2)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Program Development

LEARNING OUTCOME	2-AP-15.	Seek and incorporate feedback from team members and users to refine a solution that meets user needs. (P2.3, P1.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-IC.	Impacts of Computing
LEARNING OUTCOME / STRAND		Social Interactions

LEARNING OUTCOME	2-IC-22.	Collaborate with many contributors through strategies such as crowdsourcing or surveys when creating a computational artifact. (P2.4, P5.2)

CSTA K-12 Computer Science Standards
Technology Education
Grade **7** - Adopted: **2017**

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Algorithms

LEARNING OUTCOME	2-AP-10.	Use flowcharts and/or pseudocode to address complex problems as algorithms. (P4.4, P4.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming

LEARNING OUTCOME / STRAND		Modularity

LEARNING OUTCOME	2-AP-13.	Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. (P3.2)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Program Development

LEARNING OUTCOME	2-AP-15.	Seek and incorporate feedback from team members and users to refine a solution that meets user needs. (P2.3, P1.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-IC.	Impacts of Computing
LEARNING OUTCOME / STRAND		Social Interactions

LEARNING OUTCOME	2-IC-22.	Collaborate with many contributors through strategies such as crowdsourcing or surveys when creating a computational artifact. (P2.4, P5.2)

CSTA K-12 Computer Science Standards
Technology Education
Grade **8** - Adopted: **2017**

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Algorithms

LEARNING OUTCOME	2-AP-10.	Use flowcharts and/or pseudocode to address complex problems as algorithms. (P4.4, P4.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming
LEARNING OUTCOME / STRAND		Modularity

LEARNING OUTCOME	2-AP-13.	Decompose problems and subproblems into parts to facilitate the design, implementation, and review of programs. (P3.2)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-AP.	Algorithms & Programming

LEARNING OUTCOME / STRAND		Program Development

LEARNING OUTCOME	2-AP-15.	Seek and incorporate feedback from team members and users to refine a solution that meets user needs. (P2.3, P1.1)

LEVEL	CSTA.2.	Level 2 (Ages 11-14)
STRAND / COURSE	2-IC.	Impacts of Computing
LEARNING OUTCOME / STRAND		Social Interactions

LEARNING OUTCOME	2-IC-22.	Collaborate with many contributors through strategies such as crowdsourcing or surveys when creating a computational artifact. (P2.4, P5.2)