Main Criteria: Forward Education
Secondary Criteria: CSTA K-12 Computer Science Standards
Subjects: Mathematics, Science, Technology Education
Grades: 5, 6, Key Stage 2

Forward Education

Smart Farming with Automated Watering

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		**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-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)