

Essential Skills for Impacts of Computing: Culture (1)

Grade	Standards IC.C.01	Essential Skills
K	Use grade-level appropriate language to identify and describe how people use a variety of technologies and applications in their daily work and personal lives.	Identify different types of technologies that people use in their daily lives.
1	Use grade-level appropriate language to identify and describe how people use a variety of technologies and applications in their daily work and personal lives.	Explain how certain tasks are made easier because of computing devices.
2	Use grade-level appropriate language to identify and describe how people use a variety of technologies and applications in their daily work and personal lives and the impact of new technologies on daily life.	Compare how technology has changed how specific tasks are accomplished.
3	Identify how different technologies created by people from diverse backgrounds have contributed to computing and helped to change the world.	Investigate various types of common technologies and the backgrounds of their creators (or “improvers”).
4	Summarize how different technologies created by people from diverse backgrounds have contributed to computing and helped to change the world.	Give examples of technologies that have changed computing or other aspects of life.
5	Evaluate how different technologies created by people from diverse backgrounds have contributed to computing and helped to change the world.	Identify the variety of backgrounds and experiences of individuals involved in the creation or improvement of a technology. Assess how changes in computing have changed people's lives and our world.

Skills for Standard: IC.C.01 Grades K-5

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Essential Skills for Impacts of Computing: Culture (2)

Grade	IC.C.02	Essential Skills
K	Not addressed at this grade	
1	Not addressed at this grade	
2	Not addressed at this grade	
3	Identify potential problems that limit accessibility /usability and how computing devices have built-in features to increase accessibility for all users.	Identify an accessibility issue in existing technology. Identify features that improve accessibility/usability of different computing devices .
4	Brainstorm solutions to improve accessibility/usability and ways computing could be improved to increase accessibility for all users.	Suggest an improvement for an accessibility issue in existing technology. Explain how an improvement could increase accessibility and/or usability of an existing technology.
5	Develop, test, and refine computational artifacts to improve accessibility and usability for all users.	Create an artifact that improves accessibility and/or usability of a computing device or a computer program . Evaluate the extent to which an artifact is effective at improving accessibility and/or usability and revise accordingly.

Skills for Standard: IC.C.02 Grades K-5

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Essential Skills for Impacts of Computing: Social Interactions (1)

Grade	IC.SI.01	Essential Skills
K	Identify appropriate and safe behaviors when participating online.	Provide examples of appropriate behavior when on the internet.
1	Identify and describe appropriate and inappropriate behaviors when participating online.	Recognize inappropriate online behavior. Describe appropriate and inappropriate online behaviors, identifying them as one or the other.
2	Develop a code of conduct and explain responsible practices when participating online. Practice the code of conduct and identify and report inappropriate behavior.	Demonstrate appropriate online behavior and report inappropriate online behavior. Classify online actions as appropriate or not appropriate based on established code of conduct.
3	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.	Demonstrate appropriate when online and provide examples of appropriate online interactions. Recognize inappropriate online behavior and provide examples of inappropriate online interactions.
4	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.	Identify real-life situations encountered while online that could cause problems in school or at home.
5	Develop a code of conduct, explain, and practice grade-level appropriate behavior and responsibilities while participating online.	Model multiple ways to respond to and report issues that may occur online including inappropriate behavior.

Skills for Standard: IC.SI.01 Grades K-5

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Essential Skills for Impacts of Computing: Social Interactions (2)

Grade	IC.SI.02	Essential Skills
K	Not addressed at this grade.	
1	Not addressed at this grade.	
2	Not addressed at this grade.	
3	Identify how computing devices and computational products have been, or can be, improved by incorporating diverse perspectives.	<p>Investigate ways that computing devices and products are used by people of different ages, roles and situations.</p> <p>Explain the features that make devices and programs easier to use for people with different needs, perspectives, and opinions.</p>
4	Discuss ways existing devices or computational products can be improved by collaborating with peers to gain their diverse perspectives.	Collaborate with peers to imagine ways of improving devices and computer programs.
5	Discuss ways existing computing devices or computational products can be improved by collaborating with outside resources (other grade-levels, businesses) to gain their diverse perspectives.	<p>Collaborate with people of different ages, roles and situations to imagine ways of changing computing devices and programs so they can be improved.</p> <p>Discuss the unique perspectives of others and reflect on one's own perspectives when designing and developing computing devices and programs.</p>

Skills for Standard: IC.SI.02 Grades K-5

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Essential Skills for Impacts of Computing: Safety, Law, & Ethics

Grade	IC.SLE.01	Essential Skills
K	Keep login information private and log off devices appropriately.	Log off applications and devices appropriately. Identify username and password as login information.
1	Keep login information private and log off devices appropriately.	Recognize login information as private information that should not be shared. Identify trusted adults with whom it is safe to share login information.
2	Keep login information private and log off devices appropriately.	Explain why it is important to keep login information private. Explain why it is important to log off applications and devices.
3	Introduce intellectual property concepts and identify types of digital data (music, videos, photos) that may have intellectual property rights preventing copying and/or requiring attribution	Outline the types of digital artifacts that may be considered intellectual property. Locate information to identify creator and copyright type.
4	Observe intellectual property law and give appropriate credit when using resources.	Evaluate and select the proper way to provide attribution for the ideas and creations of others.
5	Discuss personal consequences and social impact of violating intellectual property rights or failing to provide appropriate attribution.	Explain why it is important to give credit (attribution) to the original creator. Articulate the personal and social consequences of using intellectual property.

Skills for Standard: IC.SLE.01 Grades K-5

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