	Global Goals Game: Computer Science Standards (CSTA) Level 1B: Grades 3-5	
	Standard and Descriptive Statement	
1B-CS-01	Describe how internal and external parts of computing devices function to form a system. *(Devices)*	**X**
1B-CS-02	Model how computer hardware and software work together as a system to accomplish tasks. *(Hardware & Software)*	
1B-CS-03	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies. *(Troubleshooting)*	
	Networks and the Internet	
1B-NI-04	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the Internet, and reassembled at the destination. (Network Communication & Organization)	
1B-NI-05	Discuss real-world cybersecurity problems and how personal information can be protected. *(Cybersecurity)*	
	Data and Analysis	
1B-DA-06	Organize and present collected data visually to highlight relationships and support a claim. *(Collection Visualization & Transformation)*	**X**
1B-DA-07	Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea. *(Inferences & Models)*	**X**
	Algorithms and Programming	
1B-AP-08	Compare and refine multiple algorithms for the same task and determine which is the most appropriate. *(Algorithms)*	**X**
1B-AP-09	Create programs that use variables to store and modify data. *(Variables)*	**X**
1B-AP-10	Create programs that include sequences, events, loops, and conditionals. *(Control)*	**X**
1B-AP-11	Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. *(Modularity)*	**X**
1B-AP-12	Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features. *(Modularity)*	**X**
1B-AP-13	Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences. *(Program Development)*	**X**
1B-AP-14	Observe intellectual property rights and give appropriate attribution when creating or remixing programs. *(Program Development)*	**X**
1B-AP-15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. *(Program Development)*	**X**
1B-AP-16	Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development. *(Program Development)*	**X**
1B-AP-17	Describe choices made during program development using code comments, presentations, and demonstrations. *(Program Development)*	**X**
	Impcats of Computing	
1B-IC-18	Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices. *(Culture)*	
1B-IC-19	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users. *(Culture)*	**X**
1B-IC-20	Seek diverse perspectives for the purpose of improving computational artifacts. *(Social Interactions)*	**X**
1B-IC-21	Use public domain or creative commons media, and refrain from copying or using material created by others without permission. *(Saftey Law & Ethics)*	