



Essential Standards Extended Guide

Digital Literacy

Guiding Information:

- **Essential standards** are explicitly taught, assessed multiple times, and receive targeted interventions for students who have not yet reached proficiency.
- **Supporting standards** are taught to reinforce essential standards and may or may not be formally assessed.

This guidance helps LEAs prioritize the most critical standards, recognizing that not all standards are of equal importance. This document serves as a resource—not a mandate—to assist local efforts.

Computer Science

Essential Standards	Meets yes/no	Comments
Standards are to be explicitly taught, assessed more than once, and intervened upon in this cluster of standards.		Links indicate the module.lesson in the course where the standard is covered. Also available online here: https://codehs.com/standards/framework/idaho Digital Literacy/mapping/1853
9-12.CS.1.4 Create or modify a program that uses different forms of input and output.	Yes	3.3 User Input 10.13 User Input 12.3 User Input
9-12.CS.1.6 Create a model of how embedded systems sense, process, and interact in a given environment.	Yes	2.2 Embedded Systems

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9-12.CS.2.6 Compare and contrast the viewpoints on cybersecurity from the perspective of security experts, privacy advocates, and the government.	Yes	1.4 Cyber Ethics and Laws
9-12.CS.3.4 Identify and evaluate the beneficial and harmful effects of computing innovations on behavior and culture.	Yes	1.3 Can All Information Be Trusted? 2.1 Impact of the Internet 2.4 Human & Artificial Intelligence 2.5 Project: AI on Trial
9-12.CS.3.5 Debate how the issues of equity, data access, and distribution of computing resources create a digital divide in a global society.	Yes	2.1 Impact of the Internet
9-12.CS.3.8 Research and explain the social, moral, ethical, and legal impacts of artificial intelligence systems and respective usage.	Yes	2.5 Project: AI on Trial
9-12.CS.5.2 Design algorithms using sequence, selection, iteration and recursion. *Recursion will be addressed in an upper computer science course.	Yes	5.2 If Statements 7.1 While Loops 7.2 For Loops 10.17 If Statements 10.18 If/ Else Statements 10.19 While Loops 10.20 Putting Together Control Structures 15.2 If/Else Statements 15.6 While Loops 15.8 While Loops and Graphics 15.9 For Loops 15.10 For Loops and Graphics

<p>Supporting Standards</p> <p>Standards that support the Essential Standards. These standards will be taught but may or may not be formally assessed.</p>	<p>Meets yes/no</p>	<p>Comments</p> <p>Links indicate the module.lesson in the course where the standard is covered.</p> <p>Also available online here: https://codehs.com/standards/framework/Idaho_Digital_Literacy/mapping/1853 </p>
<p>9-12 CS.5.1 Diagram the flow and execution and output of a given program.</p>	<p>Yes</p>	<p>5.3 Comparison Operators 7.1 While Loops 10.2 Tracy's Grid World 15.9 For Loops</p>
<p>9-12.CS.3.2 Explain the social and economic implications associated with unethical computing practices.</p>	<p>Yes</p>	<p>1.4 Cyber Ethics and Laws 2.5 Project: AI on Trial</p>
<p>9-12.CS.3.3 Discuss trade-offs such as privacy, safety, and convenience associated with the collection and large-scale analysis of personal information.</p>	<p>Yes</p>	<p>1.2 Personal Data and Collection 1.5 Personal Data Security 2.3 Data as a Resource</p>
<p>9-12.CS.3.7 Understand and define artificial intelligence.</p>	<p>Yes</p>	<p>1.3 Can All Information Be Trusted? 2.4 Human & Artificial Intelligence</p>
<p>9-12.CS.5.23 Critically examine algorithms and design an original algorithm (adapt, remix, improve).</p>	<p>Yes</p>	<p>3.1 Printing in Python 3.5 String Operators 5.1 Booleans 5.2 If Statements 7.3 Break and Continue 9.1 Project: Remix 10.23 Project: Remix 15.11 Project: Remix</p>

Information Computer Tech

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9-12.ICT.2.1 Develop and manage their digital identity and understand the permanence of their digital actions including the effect on current and future reputation.	Yes	1.1 Digital Footprint and Responsibility
9-12.ICT.2.3 Demonstrate an understanding of the rights and obligations of using and sharing intellectual property.	Yes	1.3 Can All Information Be Trusted? 1.4 Cyber Ethics and Laws

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9-12.ICT.2.4 Maintain their digital security and understand data collection technology used to track their online activity.	Yes	1.2 Personal Data and Collection 1.5 Personal Data Security 2.3 Data as a Resource
9-12.CS.3.1 Demonstrate responsible digital citizenship (legal and ethical behaviors) in the use of technology systems and software.	Yes	1.1 Digital Footprint and Responsibility 1.4 Cyber Ethics and Laws

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<p>9-12.ICT.2.2 Engage in positive, safe, legal and ethical behavior when using technology.</p>	<p>Yes</p>	<p>1.1Digital Footprint and Responsibility 1.4Cyber Ethics and Laws</p>
<p>ODC.9-10.5. Manage personal data to maintain digital privacy and security and be conscious and aware of data-collection technology used to track and exploit navigation online.</p>	<p>Yes</p>	<p>1.2Personal Data and Collection 1.5Personal Data Security 2.3 Data as a Resource</p>
<p>ODC.11-12.5. Demonstrate the responsible and ethical use of information and communication technologies by distinguishing between kinds of information that should and should not be publicly shared and describing the consequences of a poor decision.</p>	<p>Yes</p>	<p>1.3Can All Information Be Trusted? 1.4Cyber Ethics and Laws</p>

Digital Communications

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ODC.9-12.6. Integrate multiple sources of information presented in diverse digital media, evaluating the credibility and accuracy of each source.	Yes	1.3 Can All Information Be Trusted? 2.1 Impact of the Internet 2.5 Project: AI on Trial

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ODC.9-12.8. Make strategic use of digital media presentations to enhance understanding of findings, reasoning, and evidence and to add interest.	Yes	2.1 Impact of the Internet 2.5 Project: AI on Trial

For Questions Contact

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