



# CodeHS

## Computing Ideas (Lovelace) ISTE Standards Alignment Overview

The CodeHS Computing Ideas curriculum teaches the foundations of computer science and basic programming, with special topics in computing basics, the Internet, and digital information. This document is an overview of how the Computing Ideas course aligns with the International Society for Technology Education (ISTE) Standards.

### ISTE K-12 Computer Science Standards Concepts

#### Empowered Learner

Empowered learning is a core focus in the Computing Ideas course as students engage in active choosing of their projects and learning goals. Students engage in project-based learning and demonstrate their learning goals by completing projects and content in wide array of technical topics.

- Standards: 1a, 1c

#### Digital Citizen

Computing has had significant impacts in many fields and in students' personal lives. In this course, students learn about the positive and negative impacts the computing and the Internet has had and learn to recognize the rights and responsibilities of living, learning, and working in an interconnected digital world. Students learn about privacy and ways to manage their personal information on an interconnected platform and learn about the right and obligations of using and sharing intellectual and digital property.

- Standards: 2a, 2b

#### Knowledge Constructor

Students research about the effects of the Internet and gain a deeper understanding about the digital information they produce and consume. Students use a variety of tools to demonstrate their understanding of these topics over the course.

- Standards: 3a, 3c, 3d

#### Innovative Designer

Students engage in design thinking practices to use a variety of technologies and media to share their ideas in a meaningful way. Computing Ideas employs practices in coding, research, design principles, and thoughtful feedback for problem solving.

- Standards: 4b, 4c, 4d

### **Computational Thinker**

Students engage with real problems in their lives and communities and employ useful strategies to think about solutions. Students write code, build websites, construct artifacts, and a combination of the practice to develop and test solutions.

- Standards: 5a, 5c

### **Creative Communicator**

In Computing Ideas, students creatively and clearly express their ideas and problems through a variety of media, technologies, tools, styles, and formats. Students use digital media to create to research topics in the digital age and communicate their understanding through personal websites, artifacts, and reflections.

- Standards: 6a, 6b, 6c, 6d

### **Global Collaborator**

The Computing Ideas course utilizes a variety of digital tools, technologies, and mediums to allow students to engage their audiences and broaden their own learning. Students consider various audiences in order to think locally and globally and look to use media from a variety of cultures and groups to express multiple viewpoints.

- Standards: 7a, 7b