



ADMINISTRATIVE RULES OF MONTANA



10.53.1104 COMPUTER SCIENCE CONTENT STANDARDS FOR SECOND GRADE

- (1) The computer science algorithms and programming standards for second grade are:
 - (a) model daily processes by creating and following sets of step-by-step instructions to complete tasks;
 - (b) model the way programs store and manipulate data by using numbers or other symbols to represent information;
 - (c) develop programs with sequences and simple loops to express ideas or address a problem; and
 - (d) break down the steps needed to solve a problem into a precise sequence of instructions.
- (2) Computer science computing systems standards for second grade are:
 - (a) select and operate appropriate tools to perform a variety of tasks;
 - (b) use appropriate terminology in identifying and describing the function of common hardware and software; and
 - (c) describe basic hardware and software problems using accurate terminology.
- (3) Computer science data and analysis standards for second grade are:
 - (a) collect and present the data in various visual formats;
 - (b) define data as gathered and stored information; and
 - (c) identify and describe patterns in data visualizations, such as charts or graphs, to make predictions.
- (4) Computer science impacts of computing standards for second grade are:
 - (a) identify how computing technology has changed how people live and work;
 - (b) work respectfully and responsibly online; and
 - (c) keep login information private and log off devices appropriately.
- (5) Computer science networks and the internet standards for second grade are:
 - (a) explain what passwords are and why they are used; and
 - (b) recognize that computing devices and the internet enable people to connect with other people, places, information, and ideas.

Authorizing statute(s): Mont. Const. Art. X, sec. 9, 20-2-121, MCA

Implementing statute(s): Mont. Const. Art. X, sec. 9, 20-2-121, 20-3-106, 20-7-101, MCA

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