

**Code in Class Cross-Curricular Standards**

<b>Lesson 3.4</b>					
	<b>ELA</b>	<b>Math</b>	<b>Next Gen Science Standards</b>	<b>C3 Social Studies</b>	<b>Computer Science</b>
<b>Grade 2</b>	<p>CCSS.ELA-LITERACY.RF.2.4.A Read grade-level text with purpose and understanding</p> <p>CCSS.ELA-LITERACY.SL.2.1.A Follow agreed-upon rules for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion)</p>	<p>CCSS.MATH.CONTENT.2.OA.A.1 Represent and solve problems involving addition and subtraction</p>	<p>K-2-ETS1-1 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool</p>	<p>D2.Civ.7.K-2. Apply civic virtues when participating in school settings</p> <p>D2.Civ.9.K-2. Follow agreed-upon rules for discussions while responding attentively to others when addressing ideas and making decisions as a group</p>	<p>1A-AP-08 Model daily processes by creating and following algorithms (sets of step-by-step instructions) to complete tasks</p> <p>1A-AP-09 Model the way programs store and manipulate data by using numbers or other symbols to represent information</p> <p>1A-AP-12 Develop plans that describe a program's sequence of events, goals, and expected outcomes</p>
<b>Grade 3</b>	<p>CCSS.ELA-LITERACY.RF.3.4.A Read grade-level text with purpose and understanding</p> <p>CCSS.ELA-LITERACY.SL.3.1 Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse</p>	N/A	<p>3-5-ETS1-1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost</p>	<p>D2.Civ.7.3-5. Apply civic virtues and democratic principles in school settings</p>	<p>1B-AP-09 Create programs that use variables to store and modify data</p> <p>1B-AP-10 Create programs that include sequences, events, loops, and conditionals</p> <p>1B-AP-12 Modify, remix,</p>

	partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly				or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features
Grade 4	<p>CCSS.ELA-LITERACY.RF.4.4.A Read grade-level text with purpose and understanding</p> <p>CCSS.ELA-LITERACY.SL.4.1 Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly</p>	N/A	3-5-ETS1-1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost	D2.Civ.7.3-5. Apply civic virtues and democratic principles in school settings	<p>1B-AP-09 Create programs that use variables to store and modify data</p> <p>1B-AP-10 Create programs that include sequences, events, loops, and conditionals</p> <p>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</p>