

Code in Class Cross-Curricular Standards

Lesson 3.5					
	ELA	Math	Next Gen Science Standards	C3 Social Studies	Computer Science
Grade 2	<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>	N/A	<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-10 Develop programs with sequences and simple loops, to express ideas or address a problem</p>
Grade 3	<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 partners on grade 3 topics and texts, building on others' ideas and</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>3-5-ETS1-2. Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem</p>	<p>D2.Civ.7.3-5. Apply civic virtues and democratic principles in school settings</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> <p>1B-AP-13 Use an iterative process to plan the development of a program by including others' perspectives and considering user</p>

	expressing their own clearly				preferences 1B-AP-16 Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development
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	<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>3-5-ETS1-2. Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem</p>	D2.Civ.7.3-5. Apply civic virtues and democratic principles in school settings	<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> <p>1B-AP-13 Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences</p> <p>1B-AP-16 Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development</p>