## Skill Struck's alignment to

## Arkansas Computer Science and Computing Standards Middle School Introduction to Coding Standards

## Legend



• = Not currently aligned

Standard	Status
CSCB.1.1 Examine traditional programming algorithms, including searches and sorts	<b>V</b>
CSCB.1.2 Describe the steps needed to efficiently solve a problem	
CSCB.1.3  Manually test algorithms with sample data to observe accuracy of anticipated output	<b>V</b>
CSCB.1.4  Demonstrate appropriate collaborative behaviors (e.g., integrating feedback, providing useful feedback, understanding and accepting multiple perspectives) when solving problems	<b>V</b>
CSCB.2.1 Apply strategies to protect personal digital footprints (e.g., game profiles,	<b>V</b>



shares on social media, other online accounts) and the responsibilities and opportunities of living, learning, and working in a digitally connected world	
CSCB.3.1  Explain the logic involved in how a computer program executes (e.g., flow charts, program flow)	V
CSCB.3.2  Discuss and apply best practices of backend program design (e.g., comments, documentation, whitespace)	V
CSCB.3.3  Test a computer program with data and evaluate output for accuracy	<b>V</b>
CSCB.3.4 Find and debug errors in a computer program	
CSCB.4.1 Implement the following programming concepts:         • data types         • variable creation         • variable assignment         • conditional branching (e.g., if, if-else, multi-branch)         • iteration (e.g., for, while)         • functions	
CSCB.4.2 Create a program using a text-based programming language	<b>V</b>
cscb.5.1 Identify major components and functions of computer systems (e.g., hardware, software) and networks (e.g., network components, wired, wireless) and recommend methods to secure computer systems and networks	<b>V</b>



## CSCB.6.1



Research diverse careers and career opportunities that are influenced by computer science and the technical and soft skills needed for each