

# Essential Skills for Algorithms & Programming: Program Development (2)

Grade	Standards: AP.PD.02	Essential Skills
K	Give attribution to ideas, solutions, and creations of others, verbally, while developing <b>algorithms</b> .	Identify ideas or items that were created by others that are used in the process of developing <b>algorithms</b> .
1	Give attribution to ideas, solutions, and creations of others, verbally, or written, while writing or developing algorithms and <b>programs</b> .	Give credit to an author, artist, etc. when using resources or artifacts they created to develop algorithms or <b>computer programs</b>
2	Give attribution to ideas, solutions, and creations of others, verbally and written, while writing and developing programs.	Give written credit to the creator (author, artist, etc.) when using ideas or artifacts of others' when writing a computer program.
3	Identify instances of <b>remixing</b> , when ideas are borrowed and treated upon, and provide attribution	Recognize and give credit when using or <b>remixing</b> the ideas and the creations of others.
4	Observe <b>intellectual property</b> rights and give appropriate attribution when creating or remixing programs	Provide attribution in an appropriate format for ideas and creations of others when used in writing <b>computer programs</b> .  Determine the limitations on reusing or remixing specific items given the way they are licensed (For example determine if the artifact is copyrighted or licensed as Creative Commons.)
5	Observe intellectual property rights and give appropriate attribution when creating or remixing programs	Reflect on work produced and assess the desired restrictions to the ability of others to remix or reuse that work.  Identify ways creators can restrict how others reuse and remix their work and the reasons they may do so.

Skills for Standard: AP.PD.02 Grades K-5

These annotations are a collaboration between [Maryland Center for Computing Education](#) and the [Maryland State Department of Education](#).