Standard: CS.D.01   Grade: 1

Standard CS.D.01

Select and operate the appropriate **application**/**software** to perform a variety of tasks or obtain a desired outcome.

Essential Skills

Choose an appropriate **application** to perform a given task.

Complete a task using the application chosen.

Essential Questions

How can you decide which **computing device** and/or **application** is best for your purpose?

What are advantages and disadvantages of using different applications to accomplish a task?

Explanation

Students will select the appropriate **computing device** to complete a task and understand what **application** to use to accomplish their objective. They will be able to explain what device and application they would use to video chat with a friend, to play a specific game, or create a story. By second grade they will be able to compare and discuss preferences for different computing devices and **software** with similar capabilities. Students could compare different video conferencing software or drawing programs and/or how the same application performs on different devices.

Think of this as similar to….

When you want to learn how to do play a game you have never played before, you may watch a video about it, ask a friend, or read the directions.

Implementation Examples—What would this look like in the classroom?

Title	Description	Link	Content Connection & Notes
Dance Party	**Grade K**--Students will be introduced to, or review, the Scratch Jr. programming environment. They will identify the devices that can be used with Scratch Jr. and similar programs and those that cannot and discuss the differences between the devices (a Beebot cannot be used to display a Scratch Jr. program, and neither can a phone; a tablet and a laptop both can) They will explore two categories of blocks - motion (blue) and looks (purple) - which they will sequence to create a fun dance party with 1 or more characters in Scratch Jr. **Grade 1**--Before beginning the project, students should be able to identify Scratch Jr. as a program in which they can create a dance party. They can compare it to other apps and games they use.	Dance Party	
Engineering the Right App	**Grade 1**--Students empathize with several fictional smartphone users in order to help them find the "right app" that addresses their needs. Then, students exercise empathy and creativity to sketch their own smartphone app that addresses the needs of one additional user. If reasonable, students can brainstorm actual apps that they have used that have features that would help with the needs expressed.	The Right App	
Which Software?	**Grade 1**--Students choose a drawing app to create a self-portrait (or other drawing task). **Grade 2**--Students use two or more drawing apps to determine which software they prefer. They should explain why they prefer one app over another, and/or the advantages and disadvantages of each.	Which Software?	

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These annotations are a collaboration between Maryland Center for Computing Education and the Maryland State Department of Education.