

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3A: Grades 9-10

### Unit 1

#### Lessons

1-1 1-2 1-3 Identifier

x 3A-IC-27 Impacts of Computing Social Interactions  
Use tools and methods for collaboration on a project to increase connectivity of people in different cultures and career fields.

x 3A-AP-23 Algorithms and Programming Program Development  
Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.

x 3A-AP-22 Algorithms and Programming Program Development  
Design and develop computational artifacts working in team roles using collaborative tools.

x 3A-DA-11 Data and Analysis Collection Visualization & Transformation  
Create interactive data visualizations using software tools to help others better understand real-world phenomena.

x 3A-NI-08 Networks and the Internet Cybersecurity  
Explain tradeoffs when selecting and implementing cybersecurity recommendations.

x 3A-NI-07 Networks and the Internet Network Communication & Organization  
Compare various security measures, considering tradeoffs between the usability and security of a computing system.

x x 3A-DA-10 Data and Analysis Storage  
Evaluate the tradeoffs in how data elements are organized and where data is stored.

x x 3A-NI-04 Networks and the Internet Network Communication & Organization  
Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing

x x x 3A-IC-24 Impacts of Computing Culture  
Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.

x x x 3A-NI-06 Networks and the Internet Cybersecurity  
Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts.

x x x 3A-NI-05 Networks and the Internet Network Communication & Organization  
Give examples to illustrate how sensitive data can be affected by malware and other attacks.

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3A: Grades 9-10

### Unit 2

#### Lessons

2-1 2-2 2-3 2-4 Identifier

x 3A-IC-27 Impacts of Computing Social Interactions

Use tools and methods for collaboration on a project to increase connectivity of people in different cultures and career fields.

x x x x 3A-IC-24 Impacts of Computing Culture

Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.

x 3A-AP-23 Algorithms and Programming Program Development

Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.

x 3A-AP-22 Algorithms and Programming Program Development

Design and develop computational artifacts working in team roles using collaborative tools.

x x 3A-DA-12 Data and Analysis Inference & Models

Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.

x 3A-DA-11 Data and Analysis Collection Visualization & Transformation

Create interactive data visualizations using software tools to help others better understand real-world phenomena.

x x 3A-DA-10 Data and Analysis Storage

Evaluate the tradeoffs in how data elements are organized and where data is stored.

x x 3A-NI-08 Networks and the Internet Cybersecurity

Explain tradeoffs when selecting and implementing cybersecurity recommendations.

x x 3A-NI-07 Networks and the Internet Network Communication & Organization

Compare various security measures, considering tradeoffs between the usability and security of a computing system.

x x x x 3A-NI-06 Networks and the Internet Cybersecurity

Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts.

x x x x 3A-NI-05 Networks and the Internet Network Communication & Organization

Give examples to illustrate how sensitive data can be affected by malware and other attacks.

Lessons

2-1 2-2 2-3 2-4

Identifier

x	x	x	3A-NI-04	Networks and the Internet	Network Communication & Organization
Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing					
x	x	x	3A-CS-02	Computing Systems	Hardware & Software
Compare levels of abstraction and interactions between application software, system software, and hardware layers.					

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3B: 11-12

### Unit 2

#### Lessons

2-1 2-2 2-3 2-4 Identifier

x 3B-IC-28 Impacts of Computing Safety Law and Ethics  
Debate laws and regulations that impact the development and use of software.

x 3B-IC-25 Impacts of Computing Culture  
Evaluate computational artifacts to maximize their beneficial effects and minimize harmful effects on society.

x 3B-AP-22 Algorithms and Programming Program Development  
Modify an existing program to add additional functionality and discuss intended and unintended implications (e.g., breaking other functionality).

x 3B-AP-18 Algorithms and Programming Program Development  
Explain security issues that might lead to compromised computer programs.

x x 3B-DA-05 Data and Analysis Collection Visualization and Transformation  
Use data analysis tools and techniques to identify patterns in data representing complex systems.

x 3B-NI-04 Networks and the Internet Cybersecurity  
Compare ways software developers protect devices and information from unauthorized access.

x x x x 3B-NI-03 Networks and the Internet Network Communication and Organization  
Describe the issues that impact network functionality (e.g., bandwidth, load, delay, topology).

x 3B-CS-02 Computing Systems Troubleshooting  
Illustrate ways computing systems implement logic, input, and output through hardware components.

x x x 3B-CS-01 Computing Systems Hardware & Software  
Categorize the roles of operating system software.

x x x 3B-CS-01 Computing Systems Hardware & Software  
Categorize the roles of operating system software.

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3A: Grades 9-10

### Unit 3

#### Lessons

3-1 3-2 3-3 3-4

Identifier

x 3A-IC-27 Impacts of Computing Social Interactions

Use tools and methods for collaboration on a project to increase connectivity of people in different cultures and career fields.

x x x x 3A-IC-24 Impacts of Computing Culture

Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.

x x 3A-AP-23 Algorithms and Programming Program Development

Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.

x 3A-AP-22 Algorithms and Programming Program Development

Design and develop computational artifacts working in team roles using collaborative tools.

x x x x 3A-AP-21 Algorithms and Programming Program Development

Evaluate and refine computational artifacts to make them more usable and accessible.

x x x 3A-DA-12 Data and Analysis Inference & Models

Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.

x 3A-DA-11 Data and Analysis Collection Visualization & Transformation

Create interactive data visualizations using software tools to help others better understand real-world phenomena.

x x x x 3A-DA-10 Data and Analysis Storage

Evaluate the tradeoffs in how data elements are organized and where data is stored.

x 3A-NI-08 Networks and the Internet Cybersecurity

Explain tradeoffs when selecting and implementing cybersecurity recommendations.

x 3A-NI-07 Networks and the Internet Network Communication & Organization

Compare various security measures, considering tradeoffs between the usability and security of a computing system.

x x x x 3A-NI-06 Networks and the Internet Cybersecurity

Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts.

Lessons

**3-1 3-2 3-3 3-4**

Identifier

x	x	x	x	3A-NI-05	Networks and the Internet	Network Communication & Organization
Give examples to illustrate how sensitive data can be affected by malware and other attacks.						
x	x	x	x	3A-NI-04	Networks and the Internet	Network Communication & Organization
Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing						
x	x	x	x	3A-CS-02	Computing Systems	Hardware & Software
Compare levels of abstraction and interactions between application software, system software, and hardware layers.						

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3B: 11-12

### Unit 3

#### Lessons

3-1	3-2	3-3	3-4	Identifier		
		x		3B-IC-28	Impacts of Computing	Safety Law and Ethics Debate laws and regulations that impact the development and use of software.
x	x	x		3B-IC-25	Impacts of Computing	Culture Evaluate computational artifacts to maximize their beneficial effects and minimize harmful effects on society.
			x	3B-AP-22	Algorithms and Programming	Program Development Modify an existing program to add additional functionality and discuss intended and unintended implications (e.g., breaking other functionality).
			x	3B-AP-18	Algorithms and Programming	Program Development Explain security issues that might lead to compromised computer programs.
	x	x		3B-AP-15	Algorithms and Programming	Modularity Analyze a large-scale computational problem and identify generalizable patterns that can be applied to a solution.
			x	3B-AP-10	Algorithms and Programming	Algorithms Use and adapt classic algorithms to solve computational problems.
	x			3B-DA-06	Data and Analysis	Collection Visualization and Transformation Select data collection tools and techniques to generate data sets that support a claim or communicate information.
x	x	x	x	3B-DA-05	Data and Analysis	Collection Visualization and Transformation Use data analysis tools and techniques to identify patterns in data representing complex systems.
			x	3B-NI-04	Networks and the Internet	Cybersecurity Compare ways software developers protect devices and information from unauthorized access.
x	x	x		3B-NI-03	Networks and the Internet	Network Communication and Organization Describe the issues that impact network functionality (e.g., bandwidth, load, delay, topology).
x	x	x		3B-CS-02	Computing Systems	Troubleshooting Illustrate ways computing systems implement logic, input, and output through hardware components.

Lessons

**3-1 3-2 3-3 3-4**

Identifier

x x x

3B-CS-01

Computing Systems

Hardware & Software

Categorize the roles of operating system software.

x x x

3B-CS-01

Computing Systems

Hardware & Software

Categorize the roles of operating system software.

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3A: Grades 9-10

### Unit 4

#### Lessons

4-1 4-2 4-3

Identifier

x 3A-DA-12 Data and Analysis Inference & Models

Create computational models that represent the relationships among different elements of data collected from a phenomenon or process.

x 3A-NI-04 Networks and the Internet Network Communication & Organization

Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing

x x x 3A-NI-05 Networks and the Internet Network Communication & Organization

Give examples to illustrate how sensitive data can be affected by malware and other attacks.

x x x 3A-NI-06 Networks and the Internet Cybersecurity

Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts.

x 3A-NI-07 Networks and the Internet Network Communication & Organization

Compare various security measures, considering tradeoffs between the usability and security of a computing system.

x 3A-NI-08 Networks and the Internet Cybersecurity

Explain tradeoffs when selecting and implementing cybersecurity recommendations.

x 3A-DA-09 Data and Analysis Storage

Translate between different bit representations of real-world phenomena, such as characters, numbers, and images.

x x 3A-CS-02 Computing Systems Hardware & Software

Compare levels of abstraction and interactions between application software, system software, and hardware layers.

x 3A-DA-11 Data and Analysis Collection Visualization & Transformation

Create interactive data visualizations using software tools to help others better understand real-world phenomena.

x 3A-IC-27 Impacts of Computing Social Interactions

Use tools and methods for collaboration on a project to increase connectivity of people in different cultures and career fields.

x 3A-AP-13 Algorithms and Programming Algorithms

Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests.

Lessons

4-1 4-2 4-3

Identifier

x		3A-AP-14	Algorithms and Programming	Variables	Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables.
x	x	3A-AP-21	Algorithms and Programming	Program Development	Evaluate and refine computational artifacts to make them more usable and accessible.
	x	3A-AP-22	Algorithms and Programming	Program Development	Design and develop computational artifacts working in team roles using collaborative tools.
	x	3A-AP-23	Algorithms and Programming	Program Development	Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs.
x	x	x	3A-IC-24	Impacts of Computing	Culture Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.
x			3A-IC-26	Impacts of Computing	Culture Demonstrate ways a given algorithm applies to problems across disciplines.
	x		3A-DA-10	Data and Analysis	Storage Evaluate the tradeoffs in how data elements are organized and where data is stored.

## Cybersecurity - CSTA K-12 Computer Science Standards Level 3B: 11-12

### Unit 4

#### Lessons

4-1 4-2 4-3

Identifier

x x

3B-IC-28

Impacts of Computing

Safety Law and Ethics

Debate laws and regulations that impact the development and use of software.

x x

3B-IC-25

Impacts of Computing

Culture

Evaluate computational artifacts to maximize their beneficial effects and minimize harmful effects on society.

x

3B-AP-15

Algorithms and Programming Modularity

Analyze a large-scale computational problem and identify generalizable patterns that can be applied to a solution.

x x

3B-DA-06

Data and Analysis

Collection Visualization and Transformation

Select data collection tools and techniques to generate data sets that support a claim or communicate information.

x x

3B-DA-05

Data and Analysis

Collection Visualization and Transformation

Use data analysis tools and techniques to identify patterns in data representing complex systems.

x

3B-NI-03

Networks and the Internet

Network Communication and Organization

Describe the issues that impact network functionality (e.g., bandwidth, load, delay, topology).

x

3B-CS-02

Computing Systems

Troubleshooting

Illustrate ways computing systems implement logic, input, and output through hardware components.

x

3B-CS-01

Computing Systems

Hardware & Software

Categorize the roles of operating system software.

x

3B-CS-01

Computing Systems

Hardware & Software

Categorize the roles of operating system software.