

CompuScholar, Inc.

Alignment to Alabama Digital Literacy and Computer Science Standards

6th Grade

Alabama Course Details:

Course Title:	Digital Literacy and Computer Science
Grade Level:	6th Grade
Standards Link:	2025 Alabama Digital Literacy and Computer Science (PDF)

CompuScholar Course Details:

Course Title:	CompuScholar: Digital Savvy
Course ISBN:	978-0-9887070-8-5
Course Year:	2026

Course Description

6th-grade content for Alabama Digital Literacy and Computer Science (DLCS) is organized into five areas of focused study. CompuScholar's "Digital Savvy" course covers these topics as described below.

Course Standards - 6th Grade

Note 1: Citation(s) listed may represent a subset of the instances where objectives are met throughout the course.

Note 2: Citation(s) refer to the "Lesson Text" elements within the course, unless otherwise noted. The course "Instructional Video" components are supplements designed to introduce or re-enforce the main lesson concepts, and the Lesson Text contains full details.

Computational Thinking	CITATION(S)
Algorithms, Abstraction, and Decomposition	
1. Create pseudocode using sequencing, selection, and iteration, applying relational and logical operators to control program flow.	Chapter 22, Lesson 3 (sequencing) Chapter 23, Lessons 2, 3 (selection, iteration) Chapter 23 Activity Supplemental Chapter 2, Lesson 2 / Activity 2 (pseudocode) Supplemental Chapter 2, Lesson 7 (logical operators)
2. Differentiate between flowcharts and pseudocode and create both to solve a task.	Chapter 22, Lesson 3 Chapter 23 Activity Supplemental Chapter 2, Lesson 2 / Activity 2 (flowcharts, pseudocode)
3. Trace and debug pseudocode to identify outcomes and correct logic errors.	Supplemental Chapter 2, Lesson 2 / Activity 2 Supplemental Chapter 2, Lessons 7, 8

4. Break a task into smaller steps and evaluate the purpose and effectiveness of each step to solve a problem.	Supplemental Chapter 2, Lesson 2 / Activity 2 Supplemental Chapter 2, Lesson 9
5. Explain how abstraction simplifies tasks, using real-life examples.	Supplemental Chapter 2, Lesson 9
Programming	
6. Create a program that includes sequencing, selection, and iteration.	Chapter 22, Lesson 3 Chapter 23, Lessons 2, 3, Activity Supplemental Chapter 2, Lesson 9
7. Create an interactive program using sequential commands and user input to control basic program actions, like movement or responses.	Chapter 23, Lessons 2, 3 Supplemental Chapter 2, Lesson 7

Data Science	CITATION(S)
Data Collection and Representation	
8. Differentiate between numeric and text data types and construct simple data structures. Examples: strings, lists, arrays, dictionaries	Chapter 23, Lesson 1 Supplemental Chapter 2, Lesson 4
9. Explain why computers use a binary system.	Supplemental Chapter 2, Lessons 1, 3
Data Analysis	
10. Create graphs or charts from simple datasets to identify patterns, and describe key findings.	Chapter 10, Lesson 7 Chapter 10, Activity 3 Supplemental Chapter 3, Lesson 8
11. Generate and interpret descriptive statistics, including mean, median, and mode, to summarize data.	Chapter 10, Lesson 6 Chapter 10, Activity 2 Supplemental Chapter 3, Lesson 8
Modeling and Simulation	
12. Use basic models or simulations to test how changes in input affect outcomes.	Supplemental Chapter 2, Lesson 5 / Activity 5

Computing Systems	CITATION(S)
Networks and Internet	
13. Explain the basic roles of routers, IP addresses, domain names, and servers in network communication.	Chapter 6, Lessons 1 - 5
14. Differentiate between the Internet and the World Wide Web.	Chapter 6, Lesson 4
Cybersecurity	
15. Identify common online threats, including social engineering, and describe safe practices to protect personal information. Examples: phishing, scams	Chapter 8, Lesson 1 Chapter 18, Lesson 4 Supplemental Chapter 1, Lesson 2

16. Explain how strong passwords and multi-factor authentication help protect data.	Chapter 8, Lesson 1, 3
17. Compare safe and unsafe online behaviors related to social media use, personal identifiable information, and cyberbullying.	Chapter 8, Lessons 1, 4 Chapter 18, Lesson 4 Supplemental Chapter 1, Lesson 2
Hardware and Software	
18. Perform basic troubleshooting to solve hardware problems.	Chapter 5, Lessons 1, 3
19. Identify examples of system and application software, and match common applications to appropriate tasks. Examples: word processing, photo editing, coding	Chapter 2, Lessons 1, 2 Chapter 2 Activity Chapters 9, 10, 11, 15
20. Explain the purpose of an operating system and describe how it manages hardware and software resources.	Chapter 3, Lessons 1, 2

Impact of Computing	CITATION(S)
Career Paths	
21. Identify a variety of careers that relate to or utilize computer science skills.	Chapter 24, Lesson 1 Chapter 24 Activity Supplemental Chapter 4, Lesson 2
Ethics	
22. Summarize major state and federal laws related to technology use, including those regulating copyright and intellectual property.	Chapter 8, Lessons 2, 4, 5
23. Describe how AI systems are used in everyday life and examine the ethical considerations they raise. [AI] Examples: decision-making, privacy, bias	Chapter 7, Lessons 1, 2 Chapter 9, Lessons 2, 4 Supplemental Chapter 4, Lessons 1 - 4, Activity
Society	
24. Explain how computing technologies have changed and will continue to change the way people communicate, learn, and work in their daily lives and communities.	Chapter 2, Lesson 5 Supplemental Chapter 1, Lesson 4 Supplemental Chapter 4, Lessons 1 - 4, Activity
Emerging Technology	
25. Identify examples of relevant emerging technologies and describe their purposes. [AI]	Chapter 2, Lesson 5 Supplemental Chapter 1, Lesson 4 Supplemental Chapter 4, Lessons 1 - 4, Activity
Accessibility	
26. Evaluate accessibility features in digital tools and explain how they improve usability for individuals with diverse abilities.	Chapter 9, Lesson 2 Chapter 11, Lesson 3 Supplemental Chapter 1, Lesson 3 / Activity 3

Digital Proficiency	CITATION(S)
Information Literacy	
27. Analyze digital content for reliability and cite sources properly.	Chapter 7, Lesson 3 Chapter 7 Activity Chapter 14, Activity 2
Digital Life	
28. Investigate their own digital footprints and describe the effects digital footprints can have on themselves and others.	Chapter 8, Lesson 1 Chapter 16, Lesson 1
Digital Tools	
29. Create and apply a structured system for organizing files, folders, and subfolders to manage and retrieve digital work	Chapter 4, Lessons 1, 2, 4
30. Identify AI and non-AI technologies and features when using digital tools. [AI]	Chapter 7, Lessons 1, 2 Chapter 9, Lessons 2, 4 Chapter 10, Lesson 7 Chapter 11, Lesson 2 Supplemental Chapter 4, Lessons 1 - 4, Activity
31. Input text at a rate of 25 words per minute via keyboard or alternative text input method.	Supplemental Chapter 3, Lesson 1 / Activity 1