

## CompuScholar, Inc.

### Alignment to the Mississippi Curriculum Standards

### "Cyber Foundations I"

#### Mississippi Standards Information:

CS Page	<a href="#">Mississippi Computer Science Education Page</a>
Standards Link:	<a href="#">2020 Cyber Foundations I_Final.docx</a>

#### Relevant CompuScholar Courses:

Course Title:	<b>Digital Savvy</b> , ISBN 978-0-9887070-8-5 <a href="#">Course Description and Syllabus</a>
Course Title:	<b>Web Design</b> , ISBN 978-0-9887070-3-0 <a href="#">Course Description and Syllabus</a>

Mississippi's Cyber Foundations I course covers a mixture of introductory computing and computer science concepts. In most cases, CompuScholar's Digital Savvy course can be used as a primary resource. Our Web Design course may be used to explore HTML and web design topics in more depth, if desired.

#### Mississippi "Cyber Foundations I" Standards

Unit 1: Orientation and Digital Citizenship	COMPUSCHOLAR ALIGNMENT
1. Identify school policies, program policies, and safety procedures related to Cyber Foundations I.	Digital Savvy
2. Investigate social and ethical issues related to Digital Citizenship and Social Media.	Digital Savvy
3. Collaborate with teachers, peers, and course material using a learning management system.	All CompuScholar courses are delivered with an online LMS.
4. Compare/contrast career opportunities within the Law, Public Safety, Corrections, and Security career cluster.	All CompuScholar courses contain relevant career exploration opportunities

Unit 2: Student Organizations	COMPUSCHOLAR ALIGNMENT
1. Recognize opportunities to participate in student organizations related to technology and business.	Digital Savvy
2. Recognize how a business meeting is conducted (must be used at least twice).	N/A
3. Identify leadership and personal development styles.	Digital Savvy

<b>Unit 3: 21st Century Tool Box</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Differentiate between various learning styles and personality traits found within the classroom and workplace.	Digital Savvy
2. Demonstrate effective time management skills, study skills and note-taking strategies.	Digital Savvy
3. Compare careers in each of the 16 National Career Clusters.	N/A
4. Complete interest profiler and career exploration exercises.	Digital Savvy
5. Develop an Individual Success Plan (ISP).	N/A
6. Demonstrate effective public speaking skills.	Digital Savvy
7. Demonstrate knowledge of 21st Century skills.	Digital Savvy

<b>Unit 4: Keyboarding</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Demonstrate an understanding of basic keyboarding information.	Digital Savvy
2. Perform keyboarding applications.	Digital Savvy
3. Investigate keyboarding skills and computer science in the context of Business Management and Administration career cluster.	All CompuScholar courses contain relevant career exploration opportunities

<b>Unit 5: Word Processing Applications</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Perform basic word processing applications.	Digital Savvy
2. Generate documents using word processing applications.	Digital Savvy
3. Perform desktop publishing tasks.	Digital Savvy (Presentation Software)
4. Investigate career opportunities in the Hospitality and Tourism career cluster.	All CompuScholar courses contain relevant career exploration opportunities

<b>Unit 6: Spreadsheet Applications and Financial Literacy</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Organize personal finances and use a budget to manage cash flow, plan for spending, and save for future goals.	N/A
2. Use a career plan to develop personal income potential.	N/A
3. Apply reliable information and systematic decision making to personal financial decisions.	N/A

4. Perform spreadsheet applications.	Digital Savvy
5. Develop and interpret spreadsheet tables, charts, and figures to support written and oral communication.	Digital Savvy
6. Investigate career opportunities in the Finance career cluster.	All CompuScholar courses contain relevant career exploration opportunities

<b>Unit 7: Graphic Design and Multimedia Presentations</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Recognize the purposes of graphic design applications.	Digital Savvy (Image Editing and Presentation Software)
2. Demonstrate the proper use of graphic design applications.	Digital Savvy (Image Editing and Presentation Software)
3. Demonstrate basic multimedia presentation applications.	Digital Savvy (Image Editing and Presentation Software)
4. Create a multimedia presentation.	Digital Savvy (Image Editing and Presentation Software)
5. Investigate career opportunities in the Arts, Audio/Video Technology and Communications career cluster.	All CompuScholar courses contain relevant career exploration opportunities

<b>Unit 8: Problem-Solving</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Investigate the problem-solving process.	Digital Savvy
2. Differentiate between computer components and processes.	Digital Savvy
3. Evaluate, analyze, and collaborate to design a web app.	Digital Savvy and Web Design
4. Investigate career opportunities in the STEM career cluster.	All CompuScholar courses contain relevant career exploration opportunities

<b>Unit 9: Web Development</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Identify the purpose of a website.	Digital Savvy and Web Design
2. Examine the use of HTML and common tags.	Digital Savvy and Web Design
3. Describe Digital Footprint and how it is created.	Digital Savvy
4. Identify and use Intellectual Property and Images appropriately.	Digital Savvy and Web Design
5. Investigate Sources and Search Engines.	Digital Savvy
6. Demonstrate the use of CSS within an HTML document.	Web Design

7. Investigate career opportunities in the STEM cluster.	All CompuScholar courses contain relevant career exploration opportunities
<b>Unit 10: Introduction to Block-based Programming</b>	<b>COMPUSCHOLAR ALIGNMENT</b>
1. Investigate how programming is used to solve problems.	Digital Savvy
2. Investigate the use of objects/sprites in gaming and animation.	Digital Savvy
3. Investigate the use of Looks and Sounds commands.	Digital Savvy
4. Demonstrate the use of movement in gaming and animation.	Digital Savvy
5. Investigate the use of event blocks in gaming and animation.	Digital Savvy
6. Apply the use of control blocks in gaming and animation.	Digital Savvy
7. Demonstrate ability to identify and correct programming errors.	Digital Savvy
8. Investigate career opportunities in the STEM (i.e. game designer, computer program, or mathematics) career cluster.	All CompuScholar courses contain relevant career exploration opportunities