

**CompuScholar, Inc.**  
 Correlations to the Nevada CTE Computer Science Standards  
**Level 1, Grades 9 - 12**  
***"Windows Programming with C#"***

**Nevada Course Details:**

<b>Course Name:</b>	Computer Science
<b>Primary Cluster:</b>	CTE - Computer Science
<b>CIP Code(s):</b>	11.0701 - Level 1
<b>Credit:</b>	1
<b>Grade Level:</b>	9th-12th
<b>Program Standards Link:</b>	<a href="#">Program Standards - Computer Science (2018)</a>
<b>Framework Link:</b>	<a href="#">Curriculum Frameworks - Computer Science (2018)</a>

**CompuScholar Course**

<b>Course Title:</b>	Windows Programming with C#
<b>Course ISBN:</b>	978-0-9887070-0-9
<b>Course Year:</b>	2021

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

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

**Note 3:** Citation(s) to Supplemental ("Suppl.") lessons or chapters can be found in Supplemental chapters at the end of each course.

**Course Description**

CompuScholar's **Windows Programming with C#** is a computer science course based on the C# language. The curriculum can be flexibly used for introductory computer science courses at Levels 1, 2 or 3.

This document demonstrates how the course meets standards within the Nevada CTE Computer Science sequence, Level 1. Program standards not applicable for Level 1 have been omitted. Please see alignment documents for Level 2 and Level 3 at the link below for details on how this course can be used to address those requirements.

<https://www.compuscholar.com/nevada>

## Course Standards

<b>CONTENT STANDARD 1.0 : UNDERSTAND ALGORITHMS AND PROGRAMMING</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 1.1 : APPLY ALGORITHMS</b>		
1.1.1 Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests	Chapter 7, Lesson 3 Chapters 9, 17, 18	1
<b>PERFORMANCE STANDARD 1.2 : IMPLEMENT CONTROLS</b>		
1.2.1 Justify the selection of specific control structures when tradeoffs involve implementation, readability, and program performance, and explain the benefits and drawbacks of choices made	Chapter 5, Lessons 2 - 4 Chapter 11, Lesson 3	1
1.2.2 Design and iteratively develop computational artifacts for practical intent, personal expression, or to address a societal issue by using events to initiate instructions	Chapters 16, 17, 18 Suppl. Chapter 1, Lessons 5 - 6	1, 2
<b>PERFORMANCE STANDARD 1.3 : UTILIZE VARIABLES</b>		
1.3.1 Demonstrate the use of both linked lists and arrays to simplify solutions, generalizing computational problems instead of repeatedly using simple variables	Chapter 11, Lessons 1, 2	1
1.3.2 Compare and contrast fundamental data structures and their uses	Chapter 11 Suppl. Chapter 1, Lesson 8	1
<b>PERFORMANCE STANDARD 1.4 : CONSTRUCT SOLUTIONS USING MODULARITY</b>		
1.4.1 Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects	Chapters 9, 12, 13, 16, 18	1
1.4.2 Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs	Chapters 9, 11, 12, 13, 16, 18	1
<b>PERFORMANCE STANDARD 1.5 : DEMONSTRATE PROGRAMMING AND DEVELOPMENT</b>		
1.5.1 Systematically design and develop programs for broad audiences by incorporating feedback from users	Chapter 18 Suppl. Chapter 2, Lesson 1	1
1.5.2 Evaluate licenses that limit or restrict the use of computational artifacts when using resources such as libraries	Chapter 1, Lesson 5	1
1.5.3 Evaluate and refine computational artifacts to make them more usable by all and accessible to people with disabilities	N/A (Covered in our Web Design and Digital Savvy courses)	1
1.5.4 Design and develop computational artifacts while working in team roles and using collaborative tools	Chapter 18 Suppl. Chapter 2, Lesson 1	1

1.5.5 Document design decisions using text, graphics, presentations, and/or demonstrations in the development of complex programs	Chapter 7, Lesson 3 Chapter 18 Suppl. Chapter 1, Lesson 6 Suppl. Chapter 2, Lesson 1	1
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<b>CONTENT STANDARD 2.0 : UNDERSTAND COMPUTING SYSTEMS</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 2.1 : DESCRIBE DEVICES</b>		
2.1.1 Explain how abstractions hide the underlying implementation details of computing systems embedded in everyday objects	Chapter 1, Lesson 2	1
<b>PERFORMANCE STANDARD 2.2 : COMPARE HARDWARE AND SOFTWARE</b>		
2.2.1 Compare levels of abstraction and interactions between application software, system software, and hardware layers	Chapter 1, Lessons 2 - 4	1
<b>PERFORMANCE STANDARD 2.3 : EXPLAIN TROUBLESHOOTING</b>		
2.3.1 Develop guidelines that convey systematic troubleshooting strategies that others can use to identify and fix errors	Chapter 10, Lesson 4 Chapter 18, Lesson 4 Suppl. Chapter 2, Lesson 1	1

<b>CONTENT STANDARD 3.0 : UNDERSTAND DATA AND ANALYSIS</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 3.1 : EVALUATE STORAGE SOLUTIONS</b>		
3.1.1 Translate between different bit representations of real-world phenomena, such as characters, numbers, and images, e.g., convert hexadecimal colors to decimal percentages, ASCII/Unicode representation	Chapter 4, Lesson 5 Chapter 8 Activity Suppl. Chapter 1, Lesson 1	1
3.1.2 Evaluate the tradeoffs in how data elements are organized and where data is stored	Chapter 4, Lessons 1 - 3 Chapter 11, Lessons 1 - 2 Suppl. Chapter 1, Lesson 8	1
<b>PERFORMANCE STANDARD 3.2 : CREATE USING COLLECTION, VISUALIZATION, AND TRANSFORMATION</b>		
3.2.1 Create interactive data visualizations or alternative representations using software tools to help others better understand real-world phenomena	Chapters 12 and 13 Activities Chapter 18 Suppl. Chapter 1, Lessons 5 - 6	1
3.2.2 Use data analysis tools and techniques to identify patterns in data representing complex systems	Suppl. Chapter 1, Lesson 5 Suppl. Chapter 1, Lesson 6	1

<b>PERFORMANCE STANDARD 3.3 : CREATE USING INFERENCE AND MODELS</b>		
3.3.1 Create computational models that represent the relationships among different elements of data collected from a phenomenon, process, or model	Chapters 12 and 13 Activities Chapter 18 Suppl. Chapter 1, Lessons 5 - 6	1

<b>CONTENT STANDARD 4.0 : UNDERSTAND IMPACTS OF COMPUTING</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 4.1 : EVALUATE THE IMPACT OF COMPUTING ON CULTURE</b>		
4.1.1 Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices	Chapter 1, Lesson 5 Suppl. Chapter 3	1
4.1.2 Test and refine computational artifacts to reduce bias and equity deficits	N/A	1
4.1.3 Demonstrate ways a given algorithm applies to problems across disciplines	Chapter 7, Lesson 3 Chapters 17, 18 Suppl. Chapter 3, Lesson 3	1
4.1.4 Explain the potential impacts of artificial intelligence on society	Suppl. Chapter 3, Lesson 3	1
<b>PERFORMANCE STANDARD 4.2 : INCREASE SOCIAL INTERACTIONS</b>		
4.2.1 Use tools and methods for collaboration on a project to increase connectivity of people in different cultures and career fields	Chapter 18 Suppl. Chapter 3, Lesson 4	1
<b>PERFORMANCE STANDARD 4.3 : EXPLAIN SAFETY, LAW, AND ETHICS RELATED TO COMPUTING</b>		
4.3.1 Explain the beneficial and harmful effects that intellectual property laws can have on innovation	Chapter 1, Lesson 5	1
4.3.2 Explain the privacy concerns related to the collection and generation of data through automated processes that may not be evident to users	Chapter 1, Lesson 6 Suppl. Chapter 3, Lesson 1	1
4.3.3 Evaluate the social and economic implications of privacy in the context of safety, law, or ethics	Chapter 1, Lessons 5 - 6 Suppl. Chapter 3, Lesson 1	1

<b>CONTENT STANDARD 5.0 : UNDERSTAND NETWORKS AND THE INTERNET</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 5.1 : EVALUATE NETWORK, COMMUNICATION, AND ORGANIZATION</b>		
5.1.1 Evaluate the scalability and reliability of networks, by describing the relationship between routers, switches, servers, topology, and addressing	Suppl. Chapter 1, Lesson 2 Suppl. Chapter 1, Lesson 3	1
<b>PERFORMANCE STANDARD 5.2 : DESCRIBE CYBERSECURITY</b>		
5.2.1 Illustrate how sensitive data can be affected by malware and other attacks	Chapter 1, Lesson 6 Suppl. Chapter 3, Lesson 1	1

5.2.2 Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts	Chapter 1, Lesson 6 Suppl. Chapter 3, Lesson 1	1
5.2.3 Compare various security measures, considering tradeoffs between the usability and security of a computing system	Chapter 1, Lesson 6 Suppl. Chapter 3, Lesson 1	1
5.2.4 Explain tradeoffs when selecting and implementing cybersecurity recommendations	Chapter 1, Lesson 6 Suppl. Chapter 3, Lesson 1	1

### Employability Skills for Career Readiness Standards

<b>CONTENT STANDARD 1.0: DEMONSTRATE EMPLOYABILITY SKILLS FOR CAREER READINESS</b>	<b>CITATION(S)</b>	<b>LEVEL(S)</b>
<b>PERFORMANCE STANDARD 1.1: DEMONSTRATE PERSONAL QUALITIES AND PEOPLE SKILLS</b>		
1.1.1 Demonstrate a positive work ethic by coming to work every day on time, a willingness to take direction, and motivation to accomplish the task at hand	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.2 Demonstrate integrity by abiding by workplace policies and laws and demonstrating honesty and reliability	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.3 Demonstrate teamwork skills by contributing to the success of the team, assisting others, and requesting help when needed	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.4 Demonstrate positive self-representation skills by dressing appropriately and using language and manners suitable for the workplace	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.5 Demonstrate diversity awareness by working well with all customers and coworkers	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.6 Demonstrate conflict-resolution skills by negotiating diplomatic solutions to interpersonal and workplace issues	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
1.1.7 Demonstrate creativity and resourcefulness by contributing new ideas and working with initiative	Chapter 18 (Team project with team roles & deliverables) Suppl. Chapter 2, Lesson 2	1, 2, 3
<b>PERFORMANCE STANDARD 1.2: DEMONSTRATE PROFESSIONAL KNOWLEDGE AND SKILLS</b>		
1.2.1 Demonstrate effective speaking and listening skills by communicating effectively with customers and employees and following directions	Chapter 18 Suppl. Chapter 2, Activity 1	1, 2, 3
1.2.2 Demonstrate effective reading and writing skills by reading and interpreting workplace documents and writing clearly	Chapter 18 Suppl. Chapter 2, Activity 1	1, 2, 3
1.2.3 Demonstrate critical-thinking and problem-solving skills by analyzing and resolving problems that arise in completing assigned tasks	Hands-on tasks are completed throughout the course	1, 2, 3

1.2.4 Demonstrate healthy behaviors and safety skills by following safety guidelines and managing personal health	N/A (See Digital Savvy)	1, 2, 3
1.2.5 Demonstrate understanding of workplace organizations, systems, and climates by identifying “big picture” issues and fulfilling the mission of the workplace	Chapter 18, Lessons 1, 2 Suppl. Chapter 2, Lessons 1 - 2	1, 2, 3
1.2.6 Demonstrate lifelong-learning skills by continually acquiring new industry-related information and improving professional skills	Suppl. Chapter 2, Lessons 2 - 3	1, 2, 3
1.2.7 Demonstrate job acquisition and advancement skills by preparing to apply for a job and seeking promotion	Suppl. Chapter 2, Lesson 2	1, 2, 3
1.2.8 Demonstrate time, task, and resource management skills by organizing and implementing a productive plan of work	Chapter 18 Suppl. Chapter 2, Lesson 1	1, 2, 3
1.2.9 Demonstrate mathematics skills by using mathematical reasoning to accomplish tasks	Chapter 4, Lesson 5 Chapter 5, Lesson 1 Chapter 7, Lessons 2, 3 Chapter 15, Lesson 1	1, 2, 3
1.2.10 Demonstrate customer service skills by identifying and addressing the needs of all customers and providing helpful, courteous, and knowledgeable service	N/A (See Digital Savvy)	1, 2, 3
<b>PERFORMANCE STANDARD 1.3 : DEMONSTRATE TECHNOLOGY KNOWLEDGE AND SKILLS</b>		
1.3.1 Demonstrate proficiency with job-specific technologies by selecting and safely using technological resources to accomplish work responsibilities in a productive manner	Online technical resources used throughout the course	1, 2, 3
1.3.2 Demonstrate proficiency with information technology by using computers, file management techniques, and software/programs effectively	Computers, file management and software used throughout the course	1, 2, 3
1.3.3 Demonstrate proper Internet use and security by using the Internet appropriately for work	Internet used safely and securely to access online course material	1, 2, 3
1.3.4 Demonstrate proficiency with telecommunications by selecting and using appropriate devices, services, and applications	Appropriate devices and applications used throughout the course	1, 2, 3