

CSTA Curriculum Mapping

CSTA Curriculum	Lesson(s) Covered
Recommend security measures to address various scenarios based on factors such as efficiency, feasibility, and ethical impacts. 3A-NI-06	Lesson 7
Create interactive data visualizations using software tools to help others better understand real-world phenomena. 3A-DA-11	Lesson 5
Create prototypes that use algorithms to solve computational problems by leveraging prior student knowledge and personal interests. 3A-AP-13	Lessons 1 to 10
Use lists to simplify solutions, generalizing computational problems instead of repeatedly using simple variables. 3A-AP-14	Lesson 9
Justify the selection of specific control structures when tradeoffs involve implementation, readability, and program performance, and explain the benefits and drawbacks of choices made. 3A-AP-15	Lessons 1 to 10
Design and iteratively develop computational artifacts for practical intent, personal expression, or to address a societal issue by using events to initiate instructions. 3A-AP-16	Lessons 1 to 10
Decompose problems into smaller components through systematic analysis, using constructs such as procedures, modules, and/or objects. 3A-AP-17	Lessons 3 to 10
Create artifacts by using procedures within a program, combinations of data and procedures, or independent but interrelated programs. 3A-AP-18	Lessons 3 to 10