# PLTW Launch Standards Guide

**Mississippi College and Career-Readiness Standards for Computer Science**

PLTW Launch (PreK-5) is designed to support your science learning needs. The modules are developed to ensure an unmatched experience, combining three-dimensional learning; unique, problem-based instructional approach; real-world applied learning; as well as Spanish language options – all in one program.

This Standards Guide shows how each PLTW Launch module supports the Mississippi College and Career-Readiness Standards for Computer Science. Because schools need the flexibility to implement the curriculum in the way that best meets their students' needs, PLTW Launch is designed to support a wide range of implementations. Whether the modules are offered in all classrooms, as a specials rotation, as grade level rotations, as an after-school program, or even as a summer learning implementation, PLTW Launch offers the flexibility to meet your needs.

Use this Standards Guide in combination with the Module Descriptions PDF as planning tools to explore how you can implement PLTW Launch as your elementary learning solution.

PLTW LAUNCH

## Level 1A: Grades K-2 (Ages 5-7)

| Core Concept | Standard | PLTW Launch Modules |
|---|---|---|
| Computing Systems | CS.1A.1 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | CS.1A.2 | Animated Storytelling (1), Grids and Games (2) |
| | CS.1A.3 | Animated Storytelling (1), Grids and Games (2) |
| Networks and the Internet | NI.1A.1 | Animated Storytelling (1), Grids and Games (2 |
| | NI.1A.2 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| Data and Analysis | DA.1A.1 | Animated Storytelling (1), Grids and Games (2) |
| | DA.1A.2 | Animated Storytelling (1) |
| | DA.1A.3 | Animated Storytelling (1) |
| Algorithms and Programming | AP.1A.1 | Animated Storytelling (1) |
| | AP.1A.2 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | AP.1A.3 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | AP.1A.4 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | AP.1A.5 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | AP.1A.6 | Standard not currently supported. |
| | AP.1A.7 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| | AP.1A.8 | Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2) |
| Impacts of Computing | IC.1A.1 | Animated Storytelling (1), Grids and Games (2) |
| | IC.1A.2 | Animated Storytelling (1), Grids and Games (2) |
| | IC.1A.3 | Animated Storytelling (1), Grids and Games (2) |

## Level 1B: Grades 3-5 (Ages 8-11)

| Core Concept | Standard | PLTW Launch Modules |
|---|---|---|
| Computing Systems | CS.1B.1 | Input/Output: Computer Systems (4) |
| | CS.1B.2 | Programming Patterns (3), Input/Output: Computer Systems (4) |
| | CS.1B.3 | Identifier not currently supported. |
| Networks and the Internet | NI.1B.1 | Input/Output: Computer Systems (4) |
| | NI.1B.2 | Input/Output: Computer Systems (4) |
| Data and Analysis | DA.1B.1 | Input/Output: Computer Systems (4), Input/Output: Human Brain (4), Infection: Modeling and Simulation (5) |
| | DA.1B.2 | Input/Output: Computer Systems (4), Input/Output: Human Brain (4), Infection: Modeling and Simulation (5) |
| | DA.1B.3 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| Algorithms and Programming | AP.1B.1 | Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.2 | Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5) |
| | AP.1B.3 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.4 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.5 | Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5) |
| | AP.1B.6 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.7 | Standard not currently supported. |
| | AP.1B.8 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.9 | Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| | AP.1B.10 | Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5) |
| Impacts of Computing | IC.1B.1 | Robotics and Automation: Challenge (5) |
| | IC.1B.2 | Programming Patterns (3), Input/Output: Computer Systems (4) |
| | IC.1B.3 | Standard not currently supported. |
| | IC.1B.4 | Standard not currently supported. |