LEGO® Education Computer Science Scope and Sequence: [CSTA]

K-2

1: Basics Unit

CSTA Standards	1A-AP-08	1A-AP-08	1A-AP-08	1A-AP-11	1A-AP-08 1A-AP-11
Lesson Title	Mornings in Motion	Sleepy Steps	Caterpillar Friends	Caterpillar Bus	★ Pet Sitter

2: Hardware Unit

CSTA Standards	1A-CS-02 1A-CS-03	1A-CS-02 1A-CS-03	1A-CS-02	1A-AP-09 1A-CS-02	1A-CS-02 1A-AP-15
Lesson Title	Trunk Travels	Elephant's Play Day	Spin and Grin	Ride Your Way	★ Surprise Squad

3: Events Unit

CSTA Standards	1A-AP-08 1A-IC-16	1A-AP-12 1A-AP-15	1A-CS-02	1A-AP-10	1A-AP-13 1A-AP-10
Lesson Title	Go On Green	Safe City	Pet Feeder	Treat Time	★ Animal Band

4: Sequences Unit

CSTA Standards	1A-AP-14 1A-AP-12	1A-AP-10	1A-AP-12	1A-AP-10	1A-CS-01 1A-AP-11, 1A-AP-12
Lesson Title	Nest Quest	Quack the Code	Deep Sea Directions	Submarine Adventure	★ Story Steps

5: Loops Unit

CSTA Standards	1A-AP-10	1A-AP-10	1A-AP-10 1A-DA-06	1A-AP-10	1A-AP-10 1A-AP-11, 1A-AP-12
Lesson Title	Slide and Share	Play All Day	Picking Petals	Flowers for Croc	★ Playground Patterns

6: AI & Data Unit

CSTA Standards	1A-DA-06 1A-DA-07	1A-DA-05 1A-DA-07	1A-AP-10	1A-AP-10	1A-CS-02 1A-DA-05
Lesson Title	Sorting Apples	Count and Crunch	Twirling Toucan	Rainforest Rhythm	★ Stop and Go Parade

3-5

1: Basics Unit

CSTA Standards	1B-AP-10 1B-AP-11	1B-AP-10 1B-CS-03	1B-CS-01	1B-CS-02 1B-AP-10	1B-CS-02 1B-AP-16
Lesson Title	Castle Quest	Get the Gold	Choreograph with Color	Dance Designer	★ Island Explorers

2: Events Unit

CSTA Standards	1B-AP-10	1B-AP-10	1B-AP-10 1B-AP-15	1B-AP-15 1B-AP-10	1B-AP-10 1B-AP-17
Lesson Title	Bee-havior	Buzz and Bloom	Spin a Song	Rhythm Rescue	★ Putt and Play

3: Loops Unit

CSTA Standards	1B-AP-10	1B-AP-10	1B-AP-17 1B-AP-15, 1B-AP-10	1B-AP-17 1B-AP-10	1B-CS-02 1B-IC-19, 1B-AP-10
Lesson Title	Gold Patrol	Dragon Defense	Winning Waterslide	Slide Signal	★ Sensory Symphony

4: Conditionals Unit

CSTA Standards	1B-AP-10 1B-NI-05	1B-AP-10 1B-NI-05	1B-AP-10	1B-AP-10 1B-AP-12	1B-AP-11 1B-AP-13, 1B-AP-10
Lesson Title	Secret Solver	Password Problem	Sailing to Safety	All Hands on Deck	★ Ride Rush

5: Variables Unit

CSTA Standards	1B-AP-09	1B-AP-09 1B-DA-06	1B-AP-09 1B-AP-15	1B-AP-09	1B-DA-06 1B-AP-09, 1B-IC-20
Lesson Title	Space Scanner	Counting Creatures	Feed and Play	Happy Pet	★ Dinner Decider

6: AI & Data Unit

CSTA Standards	1B-DA-07	1B-DA-07	1B-DA-06 1B-DA-07	1B-DA-07	1B-IC-18 1B-AP-16, 1B-DA-07
Lesson Title	Monster Maze	Monster Snack Time	Strike a Pose	Copy That	★ Story Studio

6-8

1: Basics Unit

CSTA Standards	2-CS-02	2-CS-03 2-AP-12	2-AP-10	2-AP-13	2-AP-13 2-IC-22, 2-AP-15
Lesson Title	Restaurant Rookie	Robot Food Service	Forest Flight Rescue	Supplies from the Sky	★ Chore Champion

2: Loops Unit

CSTA Standards	2-AP-12	2-AP-12	2-AP-12 2-AP-19	2-AP-19 2-AP-12	2-AP-17 2-CS-01, 2-AP-12
Lesson Title	Drop from the Top	Dizzy Descent	Wake Up Call	Tick-Tick Trouble	★ Repeat the Beat

3: Conditionals Unit

CSTA Standards	2-AP-12	2-AP-12 2-AP-10	2-AP-12	2-AP-12 2-AP-19	2-CS-02 2-AP-12, 2-IC-20
Lesson Title	Game On	Level Up	Ocean Walker	Robot in the Deep	★ Smart Park

4: Variables Unit

CSTA Standards	2-AP-11	2-AP-11	2-AP-11 2-CS-02	2-AP-11 2-AP-17	2-AP-11 2-AP-18
Lesson Title	Save or Score	Score Tracker	Nap Needs	Feelings in Flow	★ Game Designer

5: Functions Unit

CSTA Standards	2-AP-14	2-AP-14 2-AP-13, 2-AP-16	2-AP-14	2-AP-14	2-AP-10 2-AP-14, 2-AP-13
Lesson Title	Music Machine	Funky Functions	Art Designer	Pattern Party	★ Culinary Convenience

6: AI & Data Unit

CSTA Standards	2-CS-02 2-DA-07	2-DA-09	2-DA-09	2-DA-09	2-NI-05 2-DA-09, 2-IC-21
Lesson Title	Dance Partner	Dance Trainer	Skateboard Stunts	Super Speed Skateboard	★ Pose Password

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