



PLTW Launch Standards Guide

Iowa Computer Science Standards K-5



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 Iowa Computer Science Standards K-5. 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.

This Standards Guide is based on the current version (2/21) of the Iowa Computer Science Standards. As a national provider of computer science curriculum, we develop and update our content and professional development model based on the CSTA Computer Science standards. As new standards information is released which drives changes to curriculum, we will update this resource.

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.



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

	Identifier	PLTW Launch Modules
Computing Systems	1A-CS-01	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-CS-02	Animated Storytelling (1), Grids and Games (2)
	1A-CS-03	Animated Storytelling (1), Grids and Games (2)
Networks and the Internet	1A-NI-04	Animated Storytelling (1), Grids and Games (2)
Data and Analysis	1A-DA-05	Animated Storytelling (1), Grids and Games (2)
	1A-DA-06	Animated Storytelling (1)
	1A-DA-07	Animated Storytelling (1)
Algorithms and Programming	1A-AP-08	Animated Storytelling (1)
	1A-AP-09	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-10	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-11	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-12	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-13	Spatial Sense and Coding (PreK/K)
	1A-AP-14	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-15	Spatial Sense and Coding (PreK/K), Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
Impacts of Computing	1A-IC-16	Animated Storytelling (1), Grids and Games (2)
	1A-IC-17	Animated Storytelling (1), Grids and Games (2)
	1A-IC-18	Animated Storytelling (1), Grids and Games (2)

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

	Identifier	PLTW Launch Modules
Computing Systems	1B-CS-01	Input/Output: Computer Systems (4)
	1B-CS-02	Programming Patterns (3), Input/Output: Computer Systems (4)
	1B-CS-03	Identifier not currently supported.
Networks and the Internet	1B-NI-04	Input/Output: Computer Systems (4)
	1B-NI-05	Input/Output: Computer Systems (4)
Data and Analysis	1B-DA-06	Input/Output: Computer Systems (4), Input/Output: Human Brain (4), Infection: Modeling and Simulation (5)
	1B-DA-07	Input/Output: Computer Systems (4), Input/Output: Human Brain (4), Infection: Modeling and Simulation (5)
Algorithms and Programming	1B-AP-08	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-09	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	1B-AP-10	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-11	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-12	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	1B-AP-13	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-14	Identifier not currently supported.
	1B-AP-15	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-16	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	1B-AP-17	Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
Impacts of Computing	1B-IC-18	Robotics and Automation: Challenge (5)
	1B-IC-19	Programming Patterns (3), Input/Output: Computer Systems (4)
	1B-IC-20	Identifier not currently supported.
	1B-IC-21	Identifier not currently supported.