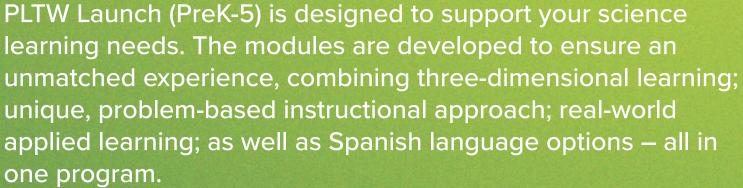
PLTW Launch Standards Guide

Mississippi College and Career-Readiness Standards for Computer Science



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.





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	
ing	CS.1B.1	Input/Output: Computer
mput yster	CS.1B.2	Programming Patterns (
ပိုက်	CS.1B.3	Identifier not currently s
tworks id the ternet	NI.1B.1	Input/Output: Computer
Netw and Inter	NI.1B.2	Input/Output: Computer
o d	DA.1B.1	Input/Output: Computer Modeling and Simulation
)ata anc Analysis	DA.1B.2	Input/Output: Computer Modeling and Simulation
0 4	DA.1B.3	Programming Patterns Modeling and Simulation
	AP.1B.1	Input/Output: Computer Robotics and Automatio
	AP.1B.2	Input/Output: Computer
ing	AP.1B.3	Programming Patterns (Modeling and Simulation
Jramm	AP.1B.4	Programming Patterns (Modeling and Simulation
l Prog	AP.1B.5	Input/Output: Computer
lgorithms and Programming	AP.1B.6	Programming Patterns (Modeling and Simulation
Jorith	AP.1B.7	Standard not currently s
Alg	AP.1B.8	Programming Patterns (Modeling and Simulation
	AP.1B.9	Programming Patterns (Modeling and Simulation
	AP.1B.10	Infection: Modeling and
	IC.1B.1	Robotics and Automatio
ipacts of	IC.1B.2	Programming Patterns (
Impa Comp	IC.1B.3	Standard not currently s
	IC.1B.4	Standard not currently s



PLTW Launch Modules

r Systems (4)

(3), Input/Output: Computer Systems (4)

supported.

r Systems (4)

r Systems (4)

r Systems (4), Input/Output: Human Brain (4), Infection: on (5)

r Systems (4), Input/Output: Human Brain (4), Infection: on (5)

s (3), Input/Output: Computer Systems (4), Infection: ion (5), Robotics and Automation: Challenge (5)

r Systems (4), Infection: Modeling and Simulation (5), on: Challenge (5)

r Systems (4), Infection: Modeling and Simulation (5)

(3), Input/Output: Computer Systems (4), Infection: on (5), Robotics and Automation: Challenge (5)

(3), Input/Output: Computer Systems (4), Infection: on (5), Robotics and Automation: Challenge (5)

r Systems (4), Infection: Modeling and Simulation (5)

(3), Input/Output: Computer Systems (4), Infection: on (5), Robotics and Automation: Challenge (5)

supported.

(3), Input/Output: Computer Systems (4), Infection: on (5), Robotics and Automation: Challenge (5)

(3), Input/Output: Computer Systems (4), Infection: on (5), Robotics and Automation: Challenge (5)

Simulation (5), Robotics and Automation: Challenge (5)

on: Challenge (5)

(3), Input/Output: Computer Systems (4)

supported.

supported.

