







Grade Level	Nevada K-5 Integrated Technology Standard	LEGO® Education Aligned Resource
Kindergarten	<p>Algorithms and Programming; Program Development K.AP.PD.1: Identify and fix (debug) errors in a sequence of instructions (algorithms) that includes loops.</p>	<p>Coding Express O-Shaped Track Looping Physical Coding: Create an O-shaped track with repeating sequences.</p> 
First Grade	<p>Algorithms and Programming; Variables: 1.AP.V.1: Model the way programs store and manipulate data by using numbers or other symbols to represent information.</p>	<p>LEGO® Education SPIKE™ Essential App Tutorial 2: The Light Icon Coding: Use icon blocks to create and test a program that first turns on a light, then matches light patterns.</p> 
Second Grade	<p>Algorithms and Programming; Program Development 2.AP.PD.1: Develop plans that describe a program's sequence of events, goals, and expected outcomes.</p>	<p>SPIKE™ Essential Cave Car Icon or Block Coding Replicate a program to activate a cave car's light. Modify and describe the program's sequence of events and its outcome.</p> 
Third Grade	<p>Data and Analysis; Collection, Visualization, and Transformation 3.DA.CVT.1: Organize and present collected data visually to highlight relationships and support a claim.</p>	<p>SPIKE™ Essential Trash Monster Machine Create a visualization of an automated solution. Collect and organize data from your prototype a part of a cyclical design process. Support your claim using data collected.</p> 

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<p>Fourth Grade</p>	<p>Computing Systems; Hardware and Software 4.CS.HS.1: Model how computer hardware and software work together as a system to accomplish tasks.</p> <p>Data and Analysis; Inference and Models 4.DA.IM.1: Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate ideas.</p>	<p>SPIKETM Essential A-MAZE-ing Observe and explain how interactions between two entities (hardware and software) can impact the energy of an object. Compare and iterate to improve the design of the solution. Engage effectively in a range of collaborative discussions.</p> 
<p>Fifth Grade</p>	<p>Algorithms and Programming; Modularity 5.AP.M.1: Demonstrate how to decompose a task of complexity into simple tasks and compose a simple task into tasks of complexity.</p> <p>5.AP.M.2: Modify, incorporate, and test portions of an existing program into their own work, to develop something new or add more advanced features.</p>	<p>LEGO® Education SPIKETM Prime App Tutorial 1: The Light Matrix Create a program that displays a smiley face. Then modify the code to replicate a given pattern.</p>  <p>Advanced: SPIKETM Prime Communicating with Light Introduction to Python Coding Course Write a program to control the light matrix to show images and write words.</p>