



State Department of Education's Response to Negotiated Rulemaking on IDAHO CONTENT STANDARDS – COMPUTER SCIENCE

Docket No. 08-0203-1601

The Computer Science working group made up of individuals from many stakeholder groups including K12 educators, higher education professors, and business/industry representatives began work on creating K12 computer science standards for Idaho in February of 2016. The standards were developed to guide the learning and acquisition of a progression of skills that can be accomplished using a variety of tools and in some cases limited access to computers and the internet. Several existing Computer Science and related standards from CSTA (Computer Science Teachers Association), ISTE (International Society for Technology in Education), Florida Department of Education, Idaho CTE Programming Standards, Teacher Preparation Standards for Initial Certification in Computer Science, and Idaho Core Standards were reviewed and considered.

The working group chose the CSTA 2016 Computer Science draft standards [4], which aligns with the new K-12 CS Framework. The K-12 CS Framework draft is steered by 5 organizations: ACM (Association for Computing Machinery), CIC (Cyber Innovation Center), Code.org, CSTA, and NMSI (National Math+Science Initiative). The K-12 CS framework provides overarching, high-level guidance per grade bands, while the standards provide detailed student performance expectations at particular grade levels. The framework was considered as an input for the standards development process.

The draft standards were part of the negotiated rule making process in April of 20; this process featured an online comment platform as well as face to face meetings around the state. There was one comment in favor of the new standards based on the fact that there is currently no common understanding of what computer science should entail statewide.