



# PLTW Launch Standards Guide

CSTA K-5 Computer Science Standards



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 CSTA K-5 Computer Science Standards. 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)

	Identifier	PLTW Launch Modules
Computing Systems	1A-CS-01	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	Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-10	Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-11	Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-12	Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-13	Identifier not currently supported.
	1A-AP-14	Animals and Algorithms (K), Animated Storytelling (1), Grids and Games (2)
	1A-AP-15	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.