



PLTW Launch Standards Guide

2023 Indiana Academic Standards Computer
Science K - 5



PLTW Launch (PreK-5) is designed to support your 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 Guides shows how each PLTW Launch module supports the 2023 Indiana Academic Standards Computer Science (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.

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.



Kindergarten - Grade 2

	Standard	PLTW Launch Modules
Data and Information	K-2.DI.1	Animated Storytelling (1)
	K-2.DI.2	Animated Storytelling (1), Grids and Games (2)
	K-2.DI.3	Animated Storytelling (1)
	K-2.DI.4	Animated Storytelling (1)
Computing Devices and Systems	K-2.CD.1	Animated Storytelling (1), Grids and Games (2)
	K-2.CD.2	Animated Storytelling (1), Grids and Games (2)
	K-2.CD.3	Animal Adaptations (K), Animated Storytelling (1), Grids and Games (2)
Programs and Algorithms	K-2.PA.1	Animal Adaptations (K), Animated Storytelling (1), Grids and Games (2)
	K-2.PA.2	Animal Adaptations (K), Animated Storytelling (1), Grids and Games (2)
	K-2.PA.3	Animal Adaptations (K), Animated Storytelling (1), Grids and Games (2)
	K-2.PA.4	Animal Adaptations (K), Animated Storytelling (1), Grids and Games (2)
	K-2.PA.5	Animated Storytelling (1)
	K-2.PA.6	Not currently supported
Networking & the Internet	K-2.NI.1	Animated Storytelling (1), Grids and Games (2)
Impact and Culture	K-2.IC.1	Animated Storytelling (1), Grids and Games (2)
	K-2.IC.2	Animated Storytelling (1), Grids and Games (2)
	K-2.IC.3	Animated Storytelling (1), Grids and Games (2)

Grades 3 - 5

	Standard	PLTW Launch Modules
Data and Information	3-5.DI.1	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	3-5.DI.2	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	3-5.DI.3	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	3-5.DI.4	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	3-5.DI.5	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
Computing Devices and Systems	3-5.CD.1	Programming Patterns (3), Input/Output: Computer Systems (4)
	3-5.CD.2	Not currently supported
	3-5.CD.3	Input/Output: Computer Systems (4)
	3-5.CD.4	Not currently supported
Programs and Algorithms	3-5.PA.1	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	3-5.PA.2	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	3-5.PA.3	Programming Patterns (3), Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
	3-5.PA.4	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	3-5.PA.5	Infection: Modeling and Simulation (5), Robotics and Automation: Challenge (5)
Networking & the Internet	3-5.NI.1	Input/Output: Computer Systems (4)
	3-5.NI.2	Input/Output: Computer Systems (4)
Impact and Culture	3-5.IC.1	Robotics and Automation: Challenge (5)
	3-5.IC.2	Input/Output: Computer Systems (4), Infection: Modeling and Simulation (5)
	3-5.IC.3	Robotics and Automation: Challenge (5)