

**NEW YORK STATE EDUCATION DEPARTMENT
MIDDLE LEVEL CAREER AND TECHNICAL EDUCATION
COMPUTER SCIENCE AND INFORMATION TECHNOLOGY
COMPUTATIONAL THINKING CONTENT MODULE
UPDATED MAY 2023**

MODULE DESCRIPTION

Computational thinking involves posing and solving problems in ways that can be carried out by a computer. It includes concepts, such as algorithms and variables, and practices, such as abstraction, decomposition, data analysis, modeling, and simulation. These are vital not only to the d

2. MODELING AND VISUALIZATION

- c) Assess personal employability skills for careers in computing and evaluate personal suitability for such careers

ILLUSTRATIVE ACTIVITIES BY THEME MODULE

These activities are intended to serve as examples of how the content in this module could be tied to each of the six middle level themes.

CAREER AND COMMUNITY OPPORTUNITIES

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COMMON CAREER TECHNICAL CORE STANDARDS

CAREER READY PRACTICES

1. Act as a responsible and contributing citizen and employee
2. Apply appropriate academic and technical skills
3. Attend to personal health and financial well-being
4. Communicate clearly and effectively with reason
5. Consider the environmental, social, and economic impacts of decisions
6. Demonstrate creativity and innovation
7. Employ valid and reliable research strategies
8. Utilize critical thinking to make sense of problems and persevere in solving them
9. Model integrity, ethical leadership, and effective management

4. Attend to personal health and financial well-being

NYS COMPUTER SCIENCE AND DIGITAL FLUENCY (CS&DF) LEARNING STANDARDS

<http://www.nysed.gov/curriculum-instruction/computer-science-and-digital-fluency-learning-standards>