

Grade	Unit	Concept Tool Type	TEKS for Technology Applications	
EiE® for Kindergarten				
K	Sort It Out: Programming Robots to Recycle	Algorithms & Programming Robotics	126.1.c.1 (all) 126.1.c.2 126.1.c.3 (all) 126.1.c.8.C	126.6.b.1 (all) 126.6.b.4.A, B, C
Computer Science Essentials®				
1st	Programming Robots	Computing Systems Robotics	126.2.c.1 (all) 126.2.c.2 126.2.c.3 126.2.c.4 126.2.c.9.B	126.6.b.1 (all) 126.6.b.4.A, B, C
2nd	Creating Animations	Algorithms & Programming Visual Programming	126.3.c.1. A, B, C 126.3.c.2.B 126.3.c.3 (all) 126.3.c.4 126.3.c.10.A, B, C	126.6.b.1 (all) 126.6.b.2.C 126.6.b.4.A, B, C
3rd	Building Automated Systems	Computing Systems Visual Computing	126.8.c.1 (all) 126.8.c.2.B 126.8.c.3 (all) 126.8.c.4 126.8.c.5.A 126.8.c.12.E	126.7.b.1.A, C 126.7.b.2.A, C, E 126.7.b.4.A, C, D 126.7.b.5.A, E, F 126.7.b.6.B, C, D

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4th	Designing Computer Games	Impacts of Computing Visual Programming	126.9.c.1 (all) 126.9.c.2 (all) 126.9.c.3 (all) 126.9.c.4 126.9.c.9.C 126.9.c.10.A	126.7.b.1.A, C 126.7.b.2.A, C, E 126.7.b.4.A, C, D 126.7.b.5. A, E, F
5th	Analyzing Digital Images	Data & Analysis Visual Programming	126.10.c.1.A, B, D 126.10.c.2 (all) 126.10.c.3 (all) 126.10.c.5.A 126.10.c.7 126.10.c.9.C	126.7.b.1.A, C 126.7.b.2.A, C, E 126.7.b.4 (all) 126.7.b.5. A, E, F