Computer Science Essential Standard

Level 1	Level 2	Level 3	Level 4
Determine what are variables, string and data types.	Understand Boolean expression. Use Function.	Use Looping properly and creating list.	Create a global function and use nested conditionals.
Should be able to move objects using code.	Conditionals. Demonstrate understanding of Physics property.	Using while loop to create a timer.	Return boolean value from a function and break out of the loop condition.
Knows what types of programming blocks to use for their code.	Should be able to use multiple scene and create branching code.	Using Forever loop to animate without affecting other codes.	Use functions to direct stories and switching from multiple cameras.