

Subconcept	Standard
<b>Society</b>	<b>9-12.IC.1</b> Evaluate the impact of computing technologies on equity, access, and influence in a global society.
	<b>9-12.IC.2</b> Debate laws and regulations that impact the development and use of computing technologies and digital information.

Subconcept	Standard
<b>Hardware and Software</b>	<b>9-12.NSD.1</b> Design a solution to a problem that utilizes embedded systems to automatically gather input from the environment.
	<b>9-12.NSD.2</b> Explain the levels of interaction existing between the application software, system software, and hardware of a computing system.
	<b>9-12.NSD.3</b> Develop and communicate multistep troubleshooting strategies others can use to identify and fix problems with computing devices and their components.
<b>Networks and the Internet</b>	<b>9-12.NSD.4</b> Describe the components and design characteristics that allow data and information to be moved, stored, and referenced over the internet.
	<b>9-12.NSD.5</b> Describe how emerging technologies are impacting networks and how they are used.

Subconcept	Standard
<b>Risks</b>	<b>9-12.CY.1</b> Determine the types of personal and organizational information and digital resources that an individual