Computer Science and Digital Fluency Learning Standards Implementation Timeline and Roadmap

Overview

Phase24 Āṣṇ\$\$đር&63ithHulthHD(:)32 (S)Cc (S)Cm,brw:SS);









PhasI(-p005Tc -0002 3w 022\$Td[B)2.130u33 bj-33 bjoTJ-0003 & 0604 Td[B)Ju-33 bTp002\$Td[(bj008Td()Tp005Tc -0002 3w 02228 P|







Phase III: Initial Implementation (September 2023 – August 2024), continued

Goal: Support NYS CS&DF Learning Standards implementation in all credit-bearing Computer Science Courses; continue to provide guidance and support for schools and districts to focus on the integration of the Learning Standards into curriculum, instruction, and assessment design for remaining grade bands/courses.

Objective(s)	Key Implementation Activity	Stakeholder Group(s)	Action Steps to Be Taken (to be completed by local districts)
Objecite 3: Align and	Put into practice new/revised local credit-		
implement instruction	bearing Computer Science courses.		
and curriculum for all	Align instructional scaffolds to enable access		
credit-bearing Computer	to the NYS CS&DF Learning Standards for all		
Science courses to the	students including Multilingual Learners and		
NYS CS&DF Learning	Students with Disabilities.		
Standards at the local	Engage in collaborative planning to ensure		
level.	all students receive effective standards-		
	based instruction in Computer Science and		
	Digital Fluency.		

Objecite 4: Gauge and track progress of implementation of NYS **CS&DF Learning Standards** in all credit-bearing Computer Science courses.

Educators Tw 12 -00.28 4(s)1 (Tw1 (a)-1i(c)-2









Phase IV: Full Implementation (September 2024 – ongoing)

s2 T1 0 37599

Goal: Support NYS CS&DF Learning Standards implementation in all grade bands.



