Oklahoma Academic Standards Computer Science → CSTA K-12 Standards Crosswalk (2017 Edition)

All 225 OAS-CS units • Grades 1–8 + Level 1 (9-10) + Level 2 (11-12)

How This Crosswalk Was Built

Every one of the 225 Oklahoma Academic Standards for Computer Science (OAS-CS) units listed here was individually compared against the CSTA K-12 Computer Science Standards (2017), published by the Computer Science Teachers Association. Unlike a state that writes its own independent standards, Oklahoma explicitly built OAS-CS as a state adoption of the CSTA framework — so most standards line up closely. Every row states the nearest CSTA standard code (or codes), an honest fit rating, and a plain-English explanation.

A NOTE ON THE FOUR FIT CATEGORIES

Strong Match — the OAS standard and a CSTA standard cover the same skill at the same grade band.

Partial Match — a related CSTA standard exists at the same band, but with different scope or depth.

Match, Different Band — CSTA covers this exact skill, but one grade band earlier or later than where Oklahoma places it.

No CSTA Equivalent — no CSTA standard, at any band, addresses this OAS point.

Summary Across All 10 Courses

Course	CSTA Band	Units	Strong	Partial	Diff. Band	No Match
Grade 1	1A (Grades K-2)	19	15	3	1	0
Grade 2	1A (Grades K-2)	19	17	1	1	0
Grade 3	1B (Grades 3-5)	22	17	2	2	1
Grade 4	1B (Grades 3-5)	22	17	2	2	1
Grade 5	1B (Grades 3-5)	22	18	1	2	1
Grade 6	2 (Grades 6-8)	22	17	2	1	2
Grade 7	2 (Grades 6-8)	22	18	0	2	2
Grade 8	2 (Grades 6-8)	22	17	3	0	2
Grades 9-10 (Level 1)	3A (Grades 9-10)	28	26	2	0	0
Grades 11-12 (Level 2)	3B (Grades 11-12)	27	27	0	0	0
TOTAL (all 10 courses)		**225**	**189**	**16**	**11**	**9**

Key Findings

- Across all 225 units, 84% (189 units) are a strong, same-band match to a CSTA standard — a dramatically higher rate than a state that writes independent standards, confirming Oklahoma built OAS-CS as a genuine state adoption of the CSTA framework rather than a loosely inspired one.
- A small, consistent gap shows up across every K-8 grade: CSTA has no standard at any band for choosing among storage locations (physical, cloud, shared) based on file requirements — Oklahoma teaches this skill every year from Grade 3 up, with no CSTA counterpart to point to.
- CSTA drops its "digital etiquette / netiquette" and "communicate & publish data" subconcepts after grade 5, the same gap found when running this comparison for Texas TEKS — confirming this is a structural feature of the CSTA framework itself, not a quirk of any one state's standards.

ABOUT CSTA CITATIONS IN THIS DOCUMENT

CSTA standard codes (e.g. "1B-AP-11") are cited as identifiers only. The full text of each CSTA standard is available free at csteachers.org/k12standards. This document does not reproduce CSTA's standard text, which is licensed CC BY-NC-SA 4.0.

Grade 1

CSTA comparison band: 1A (Grades K-2)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
1APA01	1A-AP-08	Strong Match	Both cover modeling daily processes as step-by-step algorithms.
1APC01	1A-AP-10	Strong Match	Both cover developing programs with sequences and simple loops/repetition.
1APM01	1A-AP-11	Strong Match	Near-exact match on decomposing a problem into a sequence of instructions.
1APPD01	1A-AP-12	Strong Match	Both cover planning a sequence of events/outcomes before building, via story maps/storyboards.
1APPD02	1A-AP-13	Strong Match	Exact match — giving attribution to others' ideas/creations when developing programs.
1APPD03	1A-AP-14	Strong Match	Exact match — debugging programs with sequences and simple loops.
1APPD04	1A-AP-15	Strong Match	Both cover describing steps/choices made during algorithm development using correct terminology.
1APV01	1A-AP-09	Strong Match	Both cover modeling how programs store/access data using variables.
1CSD01	1A-CS-01	Strong Match	Both cover selecting and using a device/software to perform a task for an outcome.
1CSHS01	1A-CS-02	Strong Match	Both cover using correct terminology to identify hardware components.
1CST01	1A-CS-03	Strong Match	Near-exact match — identifying hardware/software problems using accurate terminology.
1DACVT01	1A-DA-06	Strong Match	Both cover collecting and presenting the same data in different visual formats.
1DAIM01	1A-DA-07	Strong Match	Both cover reading a data visualization to draw conclusions/make predictions.
1DAS01	1A-DA-05	Partial Match	CSTA's standard covers a broader set of data operations (store, copy, search, retrieve, modify, delete); OAS narrows this to file naming/saving/organization specifically.
1ICCU01	1A-IC-16	Partial Match	CSTA's standard is about comparing life before/after new technology; OAS's is about identifying current everyday uses of

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			technology — related but not the same comparison.
1ICSI01	1A-IC-17	Strong Match	Both cover working/behaving responsibly and appropriately in online interactions.
1ICSLE01	1A-IC-18	Partial Match	CSTA's standard is specifically about login privacy and logging off; OAS's is a broader general online-safety standard.
1NICY01	1A-NI-04	Strong Match	Exact match — what passwords are, why they matter, and using strong passwords.
1NINCO01	1B-NI-04	Match, Different Band	CSTA has no network-communication standard at the 1A (K-2) band; the closest match (how information is transmitted across networks) is a grades 3-5 standard. OAS introduces the concept one band earlier.

Grade 2

CSTA comparison band: 1A (Grades K-2)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
2APA01	1A-AP-08	Strong Match	Near-verbatim match on modeling daily processes as step-by-step algorithms.
2APC01	1A-AP-10	Strong Match	Both cover developing programs with sequences and simple loops/repetition.
2APM01	1A-AP-11	Strong Match	Near-exact match on decomposing a problem into a sequence of instructions.
2APPD01	1A-AP-12	Strong Match	Both cover planning a sequence of events/outcomes via story maps/storyboards.
2APPD02	1A-AP-13	Strong Match	Exact match — attribution to others' ideas/creations when developing programs.
2APPD03	1A-AP-14	Strong Match	Exact match — debugging programs with sequences and simple loops.
2APPD04	1A-AP-15	Strong Match	Both cover using correct terminology to explain algorithm-development choices.
2APV01	1A-AP-09	Strong Match	Both cover modeling how programs store/manipulate data via variables.
2CSD01	1A-CS-01	Strong Match	Near-exact match — selecting appropriate devices/software for a task and outcome.
2CSHS01	1A-CS-02	Strong Match	Both cover identifying hardware components/peripherals with correct terminology.
2CST01	1A-CS-03	Strong Match	Near-exact match — identifying hardware/software problems using accurate terminology.
2DACVT01	1A-DA-06	Strong Match	Near-verbatim match — collecting/presenting the same data in various visual formats.
2DAIM01	1A-DA-07	Strong Match	Both cover interpreting a data visualization to draw conclusions.
2DAS01	1A-DA-05	Strong Match	Both cover creating, copying, moving, and deleting stored information/files.
2ICCU01	1A-IC-16	Strong Match	Verbatim match — comparing life before/after new technology.
2ICSI01	1A-IC-17	Strong Match	Both cover practicing responsible online behavior and reporting concerns.
2ICSLE01	1A-IC-18	Partial Match	CSTA's standard is specifically about login privacy and logging off;

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			OAS's is a broader general online-safety standard.
2NICY01	1A-NI-04	Strong Match	Near-verbatim match — what passwords are, why we use them, using strong passwords.
2NINCO01	1B-NI-04	Match, Different Band	CSTA has no network-communication standard at the 1A (K-2) band; the closest match is a grades 3-5 standard. OAS introduces the concept one band earlier.

Grade 3

CSTA comparison band: 1B (Grades 3-5)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
3APA01	1B-AP-08	Strong Match	Both cover comparing multiple algorithms for the same task.
3APC01	1B-AP-10	Strong Match	Both cover programs built from sequences, repetition/loops, and conditionals.
3APM01	1B-AP-11	Strong Match	Both cover decomposing a problem into a manageable sequence/subproblems.
3APM02	1B-AP-12	Strong Match	Near-verbatim match — modifying/remixing an existing program into new work.
3APPD01	1B-AP-13	Strong Match	Both cover using an iterative process to plan program development.
3APPD02	1B-AP-14	Strong Match	Near-exact match — observing IP rights and giving credit for original or reused code.
3APPD03	1B-AP-15	Strong Match	Both cover testing/debugging a program with sequences, repetition, and variables.
3APPD04	1B-AP-17	Strong Match	Near-exact match — communicating program-development choices via comments/presentations.
3APV01	1B-AP-09	Strong Match	Exact match — programs that use variables to store and modify data.
3CSD01	1A-CS-01	Match, Different Band	The actual best match is 1A-CS-01 ('select and use appropriate software/devices for a task'), a K-2 standard — CSTA does not restate device-selection at the 1B band.
3CSHS01	1B-CS-02	Strong Match	Both cover modeling how hardware and software work together to accomplish tasks.
3CST01	1B-CS-03	Strong Match	Both cover identifying and applying strategies to solve simple hardware/software problems.
3DACVT01	1B-DA-06	Strong Match	Both cover organizing and presenting data visually.
3DAIM01	1B-DA-07	Strong Match	Both cover using data to make/support predictions.
3DAS01	—	No CSTA Equivalent	No CSTA standard at any band addresses awareness of file formats and their associated programs/storage requirements.
3ICCU01	1B-IC-18	Strong Match	Near-verbatim match — technologies that have changed the world and cultural influence.

OAS Code	Nearest CSTA Standard(s)	Fit	Why
3ICCU02	1B-IC-19	Strong Match	Both cover accessibility features for users with diverse needs/abilities.
3ICSI01	1A-IC-17	Match, Different Band	This standard's text is a near-repeat of the K-2 (1A-IC-17) online-behavior standard rather than any 1B-band standard.
3ICSI02	1B-IC-20	Strong Match	Both cover incorporating diverse perspectives to improve computational artifacts.
3ICSLE01	1B-IC-21	Strong Match	Both cover intellectual property/copyright awareness for digital content.
3NICY01	1B-NI-05	Partial Match	CSTA's standard is specifically about real-world cybersecurity and protecting personal information; OAS's is a broader 'inappropriate use' standard.
3NINCO01	1B-NI-04	Partial Match	CSTA's standard describes information broken into packets and reassembled; OAS's is a simpler 'sent/received over paths' framing of the same subconcept.

Grade 4

CSTA comparison band: 1B (Grades 3-5)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
4APA01	1B-AP-08	Strong Match	Near-verbatim match — modeling, comparing, and refining multiple algorithms for the same task.
4APC01	1B-AP-10	Strong Match	Both cover programs built from sequences, loops, and conditionals.
4APM01	1B-AP-11	Strong Match	Verbatim match — decomposing problems into smaller, manageable subproblems.
4APM02	1B-AP-12	Strong Match	Near-verbatim match — modifying/remixing an existing program into new work.
4APPD01	1B-AP-13	Strong Match	Near-verbatim match, including CSTA's 'considering user preferences' clause.
4APPD02	1B-AP-14	Strong Match	Near-exact match — IP rights and credit for original/reused code.
4APPD03	1B-AP-15	Strong Match	Both cover analyzing/debugging a program with sequences, loops, and variables.
4APPD04	1B-AP-17	Strong Match	Verbatim match — communicating program-development choices via comments/presentations.
4APV01	1B-AP-09	Strong Match	Exact match — programs that use variables to store and modify data.
4CSD01	1A-CS-01	Match, Different Band	This standard's 'select and use for tasks, recognizing different needs' text is the K-2 (1A-CS-01) standard, restated one band later. CSTA does not have a device-selection standard at 1B.
4CSHS01	1B-CS-02	Strong Match	Both cover modeling how hardware and software work together to process/flow information.
4CST01	1B-CS-03	Strong Match	Both cover applying troubleshooting strategies to simple hardware/software problems.
4DACVT01	1B-DA-06	Strong Match	Near-verbatim match — organizing/presenting data visually to highlight relationships.
4DAIM01	1B-DA-07	Strong Match	Both cover using data to build models and make predictions.
4DAS01	—	No CSTA Equivalent	No CSTA standard at any band addresses choosing among storage locations (physical/shared/cloud) based on file requirements.

OAS Code	Nearest CSTA Standard(s)	Fit	Why
4ICCU01	1B-IC-18	Strong Match	Near-verbatim match — technologies that changed the world and cultural influence.
4ICCU02	1B-IC-19	Strong Match	Verbatim match — brainstorming ways to improve accessibility for diverse users.
4ICSI01	1A-IC-17	Match, Different Band	This text repeats the K-2 (1A-IC-17) online-behavior standard rather than any 1B-band standard.
4ICSI02	1B-IC-20	Strong Match	Both cover incorporating diverse/team perspectives to improve computational artifacts.
4ICSLE01	1B-IC-21	Partial Match	CSTA's standard is about using public domain/CC media and refraining from unauthorized copying; OAS's is about discussing the social impact of violations — related but a different angle.
4NICY01	1B-NI-05	Partial Match	CSTA's standard is specifically about cybersecurity and protecting personal information; OAS's is a broader responsible-use-and-consequences standard.
4NINCO01	1B-NI-04	Strong Match	Near-verbatim match — information broken into packets and transmitted across paths.

Grade 5

CSTA comparison band: 1B (Grades 3-5)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
5.CS.D.01	1A-CS-01	Match, Different Band	The actual best match is 1A-CS-01 ('select and use for tasks, recognizing different needs'), a K-2 standard restated here — CSTA does not have a device-selection standard at 1B.
5.CS.T.01	1B-CS-03	Strong Match	Both cover identifying hardware/software problems and applying troubleshooting strategies.
5.NI.NCO.01	1B-NI-04	Strong Match	Near-verbatim match — information broken into packets, transmitted, and reassembled.
5APA01	1B-AP-08	Strong Match	Near-verbatim match — comparing/refining multiple algorithms to determine the most appropriate.
5APC01	1B-AP-10	Strong Match	Both cover programs built from sequences, loops, conditionals, and events.
5APM01	1B-AP-11	Strong Match	Verbatim match — decomposing large problems into smaller, manageable subproblems.
5APM02	1B-AP-12	Strong Match	Verbatim match — modifying/remixing an existing program into new work.
5APPD01	1B-AP-13	Strong Match	Verbatim match, including CSTA's 'others' perspectives and user preferences' clause.
5APPD02	1B-AP-14	Strong Match	Near-exact match — IP rights and credit for original/reused code.
5APPD03	1B-AP-15	Strong Match	Blends elements of several 1B-AP standards; its core verb (analyze/create/debug) matches CSTA's testing-and-debugging standard best.
5APPD04	1B-AP-17	Strong Match	This text is a verbatim match for 1B-AP-17 (describing development choices via comments/presentations).
5APV01	1B-AP-09	Strong Match	Exact match — programs that use variables to store and modify data.
5CSHS01	1B-CS-02	Strong Match	Both cover modeling how hardware/software translate and process information to accomplish tasks.
5DACVT01	1B-DA-06	Strong Match	Verbatim match — organizing/presenting data to highlight comparisons and support a claim.
5DAIM01	1B-DA-07	Partial Match	CSTA's standard is about

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			using data for cause-and-effect/predictions; OAS's is about how data quantity affects conclusion accuracy — a related but different data-literacy skill.
5DAS01	—	No CSTA Equivalent	No CSTA standard at any band addresses evaluating storage trade-offs (availability, quality, file size).
5ICCU01	1B-IC-18	Strong Match	Near-verbatim match — technologies that changed the world and cultural influence.
5ICCU02	1B-IC-19	Strong Match	This text ('develop/test/refine to improve accessibility') is the accessibility standard, 1B-IC-19.
5ICSI01	1A-IC-17	Match, Different Band	This 'code of conduct' text repeats the K-2 (1A-IC-17) online-behavior standard.
5ICSI02	1B-IC-20	Strong Match	This text ('collaborate...to include different perspectives to improve artifacts') is a near-verbatim match for 1B-IC-20.
5ICSLE01	1B-IC-21	Strong Match	Both cover observing intellectual property rights and giving appropriate credit.
5NICY01	1B-NI-05	Strong Match	Near-verbatim match — real-world cybersecurity problems and protecting personal information.

Grade 6

CSTA comparison band: 2 (Grades 6-8)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
6-CS-D-01	2-CS-01	Strong Match	Near-verbatim match — evaluating devices and recommending design improvements from user interaction.
6-DA-CVT-01	2-DA-08	Strong Match	Verbatim match — collecting data with computational tools and transforming it to be more useful.
6-DA-S-01	2-DA-07	Strong Match	Both cover representing the same data through multiple encoding/representation schemes.
6-IC-CU-01	2-IC-20	Strong Match	Both cover how computing affects everyday activities and career options.
6.AP.M.01	2-AP-13	Strong Match	Verbatim match — decomposing problems into parts to facilitate program development.
6.AP.PD.01	2-AP-15	Strong Match	Near-verbatim match — seeking/incorporating team feedback to refine a solution.
6.AP.PD.02	2-AP-16	Strong Match	Verbatim match — incorporating existing code/media/libraries with attribution.
6.AP.PD.03	2-AP-17	Strong Match	Both cover systematically testing and refining programs.
6.AP.PD.04	2-AP-18	Partial Match	CSTA's standard is explicitly about distributing tasks across a team; OAS's is scoped to an individual following their own timeline.
6.AP.PD.05	2-AP-19	Strong Match	Verbatim match — documenting programs to make them easier to follow, test, and debug.
6.CS.HS.01	2-CS-02	Strong Match	Both cover combining hardware and software to collect and exchange data.
6.CS.T.01	2-CS-03	Strong Match	Both cover systematically identifying and fixing device/component problems.
6.IC.CU.02	2-IC-20	Partial Match	CSTA's standard is about comparing tradeoffs/career options; OAS's is about identifying tech proficiencies needed for classroom/workplace — related but a different angle.
6.IC.SI.01	—	No CSTA Equivalent	CSTA's digital-etiquette/netiquette content does not appear as an explicit standard at Level 2, consistent with the gap

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			seen across state standards at this band.
6.IC.SI.02	2-IC-22	Strong Match	Near-verbatim match — conducting a survey/crowdsourcing input to evaluate a computational solution.
6.IC.SLE.01	—	No CSTA Equivalent	No CSTA standard at Level 2 addresses differentiating appropriate/inappropriate online content or identifying illegal online behavior.
6.NI.CY.01	2-NI-05	Strong Match	Both cover identifying/explaining cybersecurity concerns with networked systems.
6APA01	2-AP-10	Strong Match	Both cover using pseudocode/existing algorithms to address complex problems.
6APC01	2-AP-11, 2-AP-12	Strong Match	Combines CSTA's variable/data-type standard with its control-structure (loops/conditionals) standard.
6_DA_IM_01	1B-DA-07	Match, Different Band	This text is a verbatim repeat of the grades 3-5 (1B-DA-07) cause-and-effect data standard — CSTA does not restate this subconcept at Level 2.
6_NI_NCO_01	2-NI-04	Strong Match	Near-verbatim match — modeling the role of protocols in transmitting data via packets.
CS_6-NI-CY-02	2-NI-06	Strong Match	Both cover encryption as a method of securing transmitted information.

Grade 7

CSTA comparison band: 2 (Grades 6-8)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
7APA01	2-AP-10	Strong Match	Both cover selecting/modifying pseudocode algorithms to address complex problems.
7APC01	2-AP-12	Strong Match	Verbatim match — CSTA's standard names 'compound conditionals' directly.
7APM01	2-AP-13	Strong Match	Both cover decomposing increasingly complex programs into manageable parts.
7APPD01	2-AP-15	Strong Match	Verbatim match — seeking/incorporating feedback from team members and users.
7APPD02	2-AP-16	Strong Match	Verbatim match — incorporating existing code/media/libraries with attribution.
7APPD03	2-AP-17	Strong Match	Both cover testing/refining programs using a range of test cases/inputs.
7APPD04	2-AP-18	Strong Match	Verbatim match — distributing tasks and maintaining a timeline collaboratively.
7APPD05	2-AP-19	Strong Match	Verbatim match — documenting programs to make them easier to follow, test, and debug.
7CSD01	2-CS-01	Strong Match	Verbatim match — evaluating devices and recommending improvements based on user interaction.
7CSHS01	2-CS-02	Strong Match	Both cover combining hardware/software to collect and exchange data.
7CST01	2-CS-03	Strong Match	Both cover systematically identifying/resolving device and component problems.
7DACVT01	2-DA-08	Strong Match	Verbatim match — collecting data with computational tools and transforming it to be more useful/reliable.
7DAIM01	2-DA-09	Strong Match	Both cover refining/evaluating a computational model against observed data.
7DAS01	2-DA-07	Strong Match	Verbatim match — creating/comparing multiple representations of the same data.
7ICCU01	2-IC-20	Strong Match	Both cover tradeoffs of computing technologies affecting society/economy.
7ICCU02	3B-IC-26	Match, Different Band	CSTA has no Level 2 standard about distribution of computing resources in society; the exact-phrase

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			match ('distribution of computing resources... in a global society') is a grades 11-12 standard.
7ICSI01	—	No CSTA Equivalent	Neither netiquette nor misinformation/media-distortion has a CSTA counterpart at Level 2 — consistent gaps seen across state standards at this band.
7ICSI02	—	No CSTA Equivalent	Using specific tools to design online content (portfolios, blogs, web pages) is not a CSTA content standard.
7ICSLE01	3A-IC-29	Match, Different Band	CSTA has no Level 2 standard connecting data longevity to online identity/privacy; the closest match (privacy concerns from automated data collection) is a grades 9-10 standard.
7NICY01	2-NI-05	Strong Match	Verbatim match — protecting physical/digital information and identifying cybersecurity concerns.
7NICY02	2-NI-06	Strong Match	Verbatim match — methods of encryption to secure information transmission.
7NINCO01	2-NI-04	Strong Match	Both cover the role of protocols in data transmission, extended here with packet-loss modeling.

Grade 8

CSTA comparison band: 2 (Grades 6-8)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
8APA01	2-AP-10	Strong Match	Verbatim match — designing algorithms via flowcharts/pseudocode to solve complex problems.
8APC01	2-AP-12	Strong Match	Verbatim match — nested loops, compound conditionals, and data-type manipulation.
8APM01	2-AP-13	Strong Match	Verbatim match — decomposing problems and subproblems for complex programs.
8APPD01	2-AP-15	Strong Match	Verbatim match — seeking/incorporating feedback to refine a solution for different users.
8APPD02	2-AP-16	Strong Match	Verbatim match — incorporating existing code/media/libraries with attribution.
8APPD03	2-AP-17	Strong Match	Near-exact match: both cover systematically testing and refining programs. Oklahoma specifies student-created inputs where CSTA says test cases.
8APPD04	2-AP-18	Partial Match	CSTA's standard is specifically about distributing tasks and maintaining a timeline; OAS's is about communication quality and collaboration generally.
8APPD05	2-AP-19	Strong Match	Verbatim match — documenting complex programs to ease following/testing/debugging.
8CSD01	2-CS-01	Strong Match	Verbatim match — evaluating devices and recommending design improvements from user interaction.
8CSHS01	2-CS-02	Strong Match	Verbatim match — designing/refining projects that combine hardware/software to exchange data.
8CST01	2-CS-03	Strong Match	Verbatim match — systematically identifying, resolving, and documenting device problems.
8DACVT01	2-DA-08	Strong Match	Verbatim match — using computational tools to collect/transform data to be more useful/reliable.
8DAIM01	2-DA-09	Strong Match	Verbatim match — refining computational models based on generated data.
8DAS01	2-DA-07	Strong Match	Verbatim match —

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			analyzing/justifying the most appropriate data-representation method.
8ICCU01	2-IC-20	Partial Match	Related: Oklahoma has students explore computing careers and how computing drives innovation in them, while CSTA's standard compares the tradeoffs of technologies that affect everyday activities and career options.
8ICCU02	2-IC-21	Strong Match	Both cover evaluating/improving technology design for accessibility and different user needs.
8ICSI01	—	No CSTA Equivalent	No CSTA Level 2 standard addresses netiquette and responsible online practices directly.
8ICSI02	—	No CSTA Equivalent	This text is about publishing ideas to inform/persuade/entertain. This is the same 'communicate & publish' gap seen elsewhere — CSTA has no Level 2 standard for it.
8ICSLE01	2-IC-23	Partial Match	CSTA's standard is about public-vs-private information tradeoffs; OAS's is about the ethics of hacking specifically — related but a different angle within the same standard.
8NICY01	2-NI-05	Strong Match	Verbatim match — evaluating security procedures and explaining cybersecurity threat impacts.
8NICY02	2-NI-06	Strong Match	Verbatim match — comparing encryption methods for secure information transmission.
8NINCO01	2-NI-04	Strong Match	Verbatim match — protocols and packet-based data transmission.

Grades 9-10 (Level 1)

CSTA comparison band: 3A (Grades 9-10)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
L1APA01	3A-AP-13	Strong Match	Both cover creating an algorithm-based prototype to solve a real-world/computational problem.
L1APC01	3A-AP-15	Strong Match	This text is an exact match for 3A-AP-15 (justifying control-structure choices by readability/performance).
L1APM01	3A-AP-17	Strong Match	Both cover decomposing problems into procedures/modules through systematic analysis.
L1APM02	3A-AP-18	Partial Match	The closer match is 3A-AP-18 (creating artifacts from data/procedures), though OAS's data-processing framing is still narrower.
L1APPD01	3A-AP-19	Strong Match	This text matches 3A-AP-19 (designing programs for broad audiences).
L1APPD02	3A-AP-20	Strong Match	This text is an exact match for 3A-AP-20 (evaluating software licenses).
L1APPD03	3A-AP-16	Strong Match	This text is a near-exact match for 3A-AP-16 (practical intent/personal expression via event-driven programs).
L1APPD04	3A-AP-23	Strong Match	This text matches 3A-AP-23 (documenting design decisions in complex programs).
L1APPD05	3A-AP-21	Strong Match	This text is an exact match for 3A-AP-21 (refining artifacts for usability/accessibility).
L1APV01	3A-AP-14	Strong Match	This text is a verbatim match for 3A-AP-14 (using lists to generalize solutions).
L1CSD01	3A-CS-01	Strong Match	Verbatim match — abstractions hiding implementation details of embedded computing systems.
L1CSHS01	3A-CS-02	Strong Match	This text is a near-verbatim match for 3A-CS-02 (levels of abstraction across software/hardware layers).
L1CST01	3A-CS-03	Strong Match	This text matches 3A-CS-03 (systematic troubleshooting guidelines).
L1DACVT01	3A-DA-11	Partial Match	The closest match is 3A-DA-11 (interactive data visualizations), though OAS's broader data-collection framing is not identical.
L1DAIM01	3A-DA-12	Strong Match	This text is a near-exact

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			match for 3A-DA-12 (computational models of data-element relationships).
L1DAS01	3A-DA-09	Strong Match	Near-verbatim match — translating between bit representations of characters, numbers, and images.
L1DAS02	3A-DA-10	Strong Match	This text is a near-exact match for 3A-DA-10 (evaluating data organization/storage trade-offs).
L1ICCU01	3A-IC-24	Strong Match	Verbatim match — evaluating computing's impact on personal/ethical/social/economic/cultural practices.
L1ICCU02	3A-IC-25	Strong Match	This text matches 3A-IC-25 (testing/refining artifacts for broader access).
L1ICCU03	3A-IC-26	Strong Match	This text is a near-verbatim match for 3A-IC-26 (a given algorithm's application across disciplines).
L1ICSI01	3A-IC-27	Strong Match	This text matches 3A-IC-27 (using collaboration tools to increase cross-cultural connectivity).
L1ICSLE01	3A-IC-28	Strong Match	This text is a verbatim match for 3A-IC-28 (beneficial/harmful effects of IP law on innovation).
L1ICSLE02	3A-IC-29	Strong Match	This text is a near-verbatim match for 3A-IC-29 (privacy concerns from automated data collection).
L1ICSLE03	3A-IC-30	Strong Match	This text matches 3A-IC-30 (social/economic implications of privacy).
L1NICY01	3A-NI-07	Strong Match	This text matches 3A-NI-07 (comparing security measures' usability/security tradeoffs).
L1NICY02	3A-NI-06	Strong Match	This text is a near-exact match for 3A-NI-06 (recommending security measures by scenario).
L1NICY03	3A-NI-08	Strong Match	This text is a verbatim match for 3A-NI-08 (tradeoffs in cybersecurity recommendations).
L1NINCO01	3A-NI-04	Strong Match	Near-verbatim match — network scalability/reliability via routers, switches, servers, protocols.

Grades 11-12 (Level 2)

CSTA comparison band: 3B (Grades 11-12)

OAS Code	Nearest CSTA Standard(s)	Fit	Why
L2APA01	3B-AP-08	Strong Match	Exact match — describing how artificial intelligence algorithms drive software and physical systems.
L2APA02	3B-AP-09	Strong Match	Exact match — developing an AI algorithm to play a game or solve a real-world problem.
L2APA03	3B-AP-10	Strong Match	Both cover examining/adapting classic algorithms (sorting, searching).
L2APA04	3B-AP-11	Strong Match	Exact match — evaluating algorithms for efficiency and clarity.
L2APC01	3B-AP-13	Strong Match	Both cover illustrating the execution flow of recursive/repeating algorithms.
L2APM01	3B-AP-14	Strong Match	Verbatim match — constructing solutions using student-created procedures/modules/objects .
L2APM02	3B-AP-15	Strong Match	Near-exact match — identifying generalizable patterns in a large-scale computational problem.
L2APM03	3B-AP-16	Strong Match	Exact match: creating programming solutions by reusing existing code from libraries and APIs.
L2APPD01	3B-AP-17	Strong Match	Both cover developing software for broad user audiences via a software development process.
L2APPD02	3B-AP-20	Strong Match	Near-verbatim match — IDEs, version control, and collaborative tools in a team project.
L2APPD03	3B-AP-19	Strong Match	Verbatim match — developing programs for multiple computing platforms.
L2APPD04	3B-AP-23	Strong Match	Strong match — both cover examining a program's key qualities, such as correctness, efficiency, and scalability, through a process like peer code review.
L2APPD05	3B-AP-21	Strong Match	Verbatim match — developing test cases to verify design specifications.
L2APPD06	3B-AP-18	Strong Match	Verbatim match — explaining security issues that could compromise programs.
L2APPD07	3B-AP-22	Strong Match	Verbatim match — modifying a program and discussing

OAS Code	Nearest CSTA Standard(s)	Fit	Why
			intended/unintended implications.
L2APV01	3B-AP-12	Strong Match	Near-exact match — comparing/contrasting fundamental data structures and their uses.
L2CSHS01	3B-CS-01	Strong Match	Exact match — categorizing the roles of operating system software.
L2CST01	3B-CS-02	Strong Match	Both cover how hardware implements logic/input/output to support troubleshooting.
L2DACVT01	3B-DA-05	Strong Match	Near-exact match — identifying patterns in complex real-world data.
L2DACVT02	3B-DA-06	Strong Match	Near-exact match — generating data sets to support a claim or communicate information.
L2DAIM01	3B-DA-07	Strong Match	Strong match — both cover using models and simulations to test and refine investigations.
L2ICCU01	3B-IC-25	Strong Match	Exact match: evaluating the beneficial and harmful effects of computational artifacts on society.
L2ICCU02	3B-IC-26	Strong Match	Exact match: evaluating how access and audience shape the distribution of computing resources in a global society.
L2ICCU03	3B-IC-27	Strong Match	Close match: studying how computational innovations have changed culture and predicting how they may evolve. The OAS standard adds designing and carrying out the study.
L2ICSLE01	3B-IC-28	Strong Match	Verbatim match — debating laws/regulations affecting software development and use.
L2NICY01	3B-NI-04	Strong Match	Near-exact match — comparing how developers protect devices/information from unauthorized access.
L2NINCO01	3B-NI-03	Strong Match	Exact match — issues affecting network functionality (bandwidth, load, latency, topology).

Sources & Disclaimer

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About the Author

Matt Cole holds a Master's Degree in Information Technology and has spent over two decades working in healthcare IT, including project management roles. He served a full five-year term on the Pocola Public School Board, where he helped shape district vision, policies, and curriculum decisions. His ongoing professional learning and service in public education drive Sooner Standards' commitment to rigorous, future-focused resources for computer science students.

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