



New Hampshire

Department of Education

CHAPTER Ed 300 ADMINISTRATION OF MINIMUM STANDARDS IN PUBLIC SCHOOLS

Ed 306.44 Computer Science Education.

(a) Each district shall establish and provide a comprehensive, sequentially designed, computer science curriculum, implemented on or before July 1, 2020, that will meet the minimum standards for college and career readiness and that provide for continued growth in all content areas consistent with RSA 193-C:3, III.

(b) Pursuant to Ed 306.26, the local school board shall require that a computer science education program for grades 1-8 provides:

(1) Integrated, developmentally appropriate instruction in the concepts of computational thinking and the impacts of computing, where students will:

- a. Foster an inclusive computing culture that incorporates personal, ethical, social, economic, and cultural contexts when considering the needs of diverse users of computational products;
- b. Use collaborative tools and processes to effectively work together to create complex artifacts;
- c. Recognize and define computational problems;
- d. Develop and use abstractions to manage complexity;
- e. Create, test, and refine computational artifacts; and
- f. Communicate with diverse audiences about the use and effects of computation and the appropriateness of computational choices; and

(2) Opportunities for students to build and construct knowledge and understanding of computational thinking through developmentally appropriate activities that include concrete experiences and interactions with manipulatives, technology, and their environment.

(c) Pursuant to Ed 306.27, the local school board shall require that a computer science education program be provided in each high school that:

(1) Offers 2 credits in coursework and competencies in one or more of the following core content areas:

- a. Computing systems;
- b. Networks and the internet;
- c. Data and analysis; and
- d. Algorithms and programming;

(2) Provides opportunities for students to build and construct knowledge and understanding of computational thinking through developmentally appropriate activities that include concrete experiences and interactions with manipulatives, technology, and their environment; and

(3) Provides opportunities for students to engage in authentic tasks that:

- a. Foster an inclusive computing culture;
- b. Encourage collaboration;
- c. Promote the recognition and defining of computational problems;
- d. Encourage the development and use of abstractions in complex problem solving;
- e. Create, test, and refine computational artifacts; and
- f. Provide opportunities for communication about computing.

Source. #12845, eff 8-9-19 (See Revision Note #2 at part heading for Ed 306)