

# **Computer Science and Digital Fluency Learning Standards Implementation Timeline and Roadmap**

*Overview*



\*Stakeholder Group(s):

NYSED;

S/CDN, Model Schools, RICs, BOCES, Big 5;

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### 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)
<b>Objective 3:</b> Align and implement instruction and curriculum for all credit-bearing Computer Science courses to the NYS CS&DF Learning Standards at the local level.	Put into practice new/revised local credit-bearing Computer Science courses.		
	Align instructional scaffolds to enable access to the NYS CS&DF Learning Standards for all students including Multilingual Learners and Students with Disabilities.		
	Engage in collaborative planning to ensure all students receive effective standards-based instruction in Computer Science and Digital Fluency.		
<b>Objective 4:</b> 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		

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**Phase IV: Full Implementation (September 2024 – ongoing)**

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

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