

The VRFA is specifically tailored and fully aligned to incorporate both the Florida Computer Science Standards and the CTE Standards found within the Coding Fundamentals Course [9009200].

VRFA Module	Coding Fundamentals Standards Benchmark Codes		Computer Science Standards Benchmark Codes	
Module 1 Jumping Right In	SC.68.CS-CS.4.8	SC.K2.CS-PC.2.2	SC.68.CS-CC.1.2	SC.68.CS-CP.2.1
	SC.912.CS-CP.3.2	SC.35.CS-CP.3.1	SC.68.CS-CS.1.1	SC.68.CS-PC.1.1
	SC.68.CS-CP.2.3	SC.35.CS-CP.3.2	SC.68.CS-CS.2.13	SC.68.CS-PC.1.2
	SC.912.CS-CP.2.5	SC.912.CS-CC.1.4	SC.68.CS-CS.2.7	SC.68.CS-PC.1.3
	SC.68.CS-CS.1.1	SC.912.CS-CS.2.11	SC.68.CS-CS.4.1	SC.68.CS-PC.1.4
	SC.35.CS-CS.4.3	SC.K2.CS-CP.2.4	SC.68.CS-CS.4.2	SC.68.CS-PC.2.2
	SC.35.CS-CS.4.4	SC.68.CS-CS.2.7	SC.68.CS-CS.4.3	SC.68.CS-PC.2.6
	SC.35.CS-CP.2.1	SC.68.CS-CP.2.3	SC.68.CS-CS.6.1	SC.68.CS-PC.2.7
	SC.912.CS-CS.4.6		SC.68.CS-CS.6.2	SC.68.CS-PC.3.4
			SC.68.CS-CS.6.5	SC.68.CS-PC.4.5
Module 2 Making an Arcade Game	SC.68.CS-CS.4.8	SC.912.CS-CS.4.6	SC.68.CS-CC.1.2	SC.68.CS-CP.1.1
	SC.912.CS-CP.3.2	SC.K2.CS-PC.2.2	SC.68.CS-CC.1.3	SC.68.CS-CP.2.1
	SC.68.CS-CP.2.3	SC.35.CS-CP.3.1	SC.68.CS-CS.1.1	SC.68.CS-CP.3.1
	SC.912.CS-CP.2.5	SC.35.CS-CP.3.2	SC.68.CS-CS.2.13	SC.68.CS-PC.2.6
	SC.68.CS-CS.1.1	SC.912.CS-CC.1.4	SC.68.CS-CS.2.14	SC.68.CS-PC.2.7
	SC.35.CS-CS.4.3	SC.912.CS-CS.2.11	SC.68.CS-CS.2.5	SC.68.CS-PC.3.1
	SC.35.CS-CS.4.4	C.K2.CS-CP.2.4	SC.68.CS-CS.2.7	SC.68.CS-PC.3.2
	SC.912.CS-CS.3.2	SC.68.CS-CS.2.7	SC.68.CS-CS.2.8	SC.68.CS-PC.3.3
	SC.68.CS-CS.3.1	SC.68.CS-CP.2.3	SC.68.CS-CS.2.9	SC.68.CS-PC.3.4
	SC.35.CS-CP.2.1		SC.68.CS-CS.3.1	SC.68.CS-PC.4.1
			SC.68.CS-CS.3.2	SC.68.CS-PC.4.2
			SC.68.CS-CS.3.3	SC.68.CS-PC.4.3
			SC.68.CS-CS.4.5	SC.68.CS-PC.4.4
			SC.68.CS-CS.4.6	SC.68.CS-PC.4.5
			SC.68.CS-CS.5.1	
Module 3 Cryptography	SC.68.CS-CS.4.8	SC.35.CS-CP.3.1	SC.68.CS-CC.1.2	SC.68.CS-CS.2.8
	SC.912.CS-CP.3.2	SC.35.CS-CP.3.2	SC.68.CS-CS.1.1	SC.68.CS-CS.2.9
	SC.68.CS-CP.2.3	SC.912.CS-CC.1.4	SC.68.CS-CS.2.10	SC.68.CS-CS.4.5
	SC.912.CS-CP.2.5	SC.912.CS-CS.2.10	SC.68.CS-CS.2.11	SC.68.CS-CS.5.1
	SC.68.CS-CS.1.1	SC.912.CS-CS.2.5	SC.68.CS-CS.2.12	SC.68.CS-CS.6.1
	SC.35.CS-CS.4.3	SC.912.CS-CS.2.11	SC.68.CS-CS.2.13	SC.68.CS-CS.6.2
	SC.35.CS-CS.4.4	SC.K2.CS-CP.2.4	SC.68.CS-CS.2.14	SC.68.CS-CS.6.5
	SC.35.CS-CP.2.1	SC.68.CS-CS.2.7	SC.68.CS-CS.2.2	SC.68.CS-CP.3.1
	SC.912.CS-CS.4.6	SC.68.CS-CP.2.3	SC.68.CS-CS.2.5	SC.68.CS-CP.3.3
	SC.K2.CS-PC.2.2		SC.68.CS-CS.2.6	SC.68.CS-PC.2.6
		SC.68.CS-CS.2.7	SC.68.CS-PC.2.7	

VRFA Module	Coding Fundamentals Standards Benchmark Codes		Computer Science Standards Benchmark Codes	
Module 4 Introduction to Unity	SC.68.CS-CS.4.8 SC.35.CS-CS.4.3 SC.35.CS-CS.4.4 SC.912.CS-CS.3.2 SC.68.CS-CS.3.1 SC.912.CS-CS.4.6	SC.K2.CS-PC.2.2 SC.35.CS-CP.3.1 SC.35.CS-CP.3.2 SC.912.CS-CC.1.2 SC.912.CS-CC.1.4 SC.68.CS-CS.4.2	SC.68.CS-CC.1.2 SC.68.CS-CS.1.2 SC.68.CS-CS.1.3 SC.68.CS-CS.3.1 SC.68.CS-CS.3.2	SC.68.CS-CS.4.8 SC.68.CS-CP.3.1 SC.68.CS-PC.2.6 SC.68.CS-PC.2.7
Module 5 VR Village	SC.68.CS-CS.4.8 SC.35.CS-CS.4.3 SC.35.CS-CS.4.4 SC.912.CS-CS.3.2 SC.68.CS-CS.3.1 SC.912.CS-CS.4.6 SC.K2.CS-PC.2.2	SC.35.CS-CP.3.1 SC.35.CS-CP.3.2 SC.912.CS-CC.1.2 SC.912.CS-CC.1.4 SC.68.CS-CS.4.2 SC.68.CS-CS.4.2	SC.68.CS-CC.1.2 SC.68.CS-CC.1.3 SC.68.CS-CS.1.2 SC.68.CS-CS.1.4 SC.68.CS-CS.2.12 SC.68.CS-CS.3.1 SC.68.CS-CS.3.2 SC.68.CS-CS.4.6 SC.68.CS-CS.4.8 SC.68.CS-CS.6.2	SC.68.CS-CS.6.3 SC.68.CS-CP.3.1 SC.68.CS-CP.3.3 SC.68.CS-PC.1.1 SC.68.CS-PC.1.4 SC.68.CS-PC.2.1 SC.68.CS-PC.2.5 SC.68.CS-PC.2.6 SC.68.CS-PC.2.7 SC.68.CS-PC.2.8