

3rd Grade

Networks & Internet:
Networks link computers and devices locally and around the world allowing people to access and communicate information. **3.NI**

- 1** Recognize that information is sent and received over physical or wireless paths. **3.NI.1**

Hardware & Software:
Devices, hardware, and software work together as a system to accomplish tasks. **3.HS**

- 1** Identify the components and the basic functions of a computer system including peripherals and external storage features. **3.HS.1**
- 2** Independently use a computing device to perform a variety of tasks. **3.HS.2**
- 3** Recognize users have different technology needs and preferences. **3.HS.3**

Troubleshooting:
Strategies for solving technology system problems. **3.T**

- 1** With guidance, apply basic troubleshooting strategies. **3.T.1**

Problem Solving & Algorithms: Strategies for understanding and solving problems. **3.PSA**

- 1** Solve a task by breaking it into smaller pieces. **3.PSA.1**
- 2** Debug a program that includes sequencing. **3.PSA.2**

Data Creation & Analysis: Data can be collected, used, and presented with computing devices or digital tools. **3.DCA**

- 1** Collect and organize data in various visual formats. **3.DCA.1**

Development & Design:
Design processes to create new, useful, and imaginative solutions to problems. **3.DD**

- 1** Independently or collaboratively create programs that use sequencing and looping. **3.DD.1**
- 2** Convert an algorithm into code. **3.DD.2**

Access: Effective search strategies can locate information for intellectual or creative pursuits. 3.A

- 1 Use basic search strategies with teacher-selected online sources. 3.A.1

Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose. 3.E

- 1 With guidance, compare and contrast resources based on content and the author's purpose. 3.E.1

Create: It is important to both consume and produce information to be digitally literate. 3.C

- 1 Independently or collaboratively, create a digital product. 3.C.1

Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property. 3.IP

- 1 Define copyright. 3.IP.1
- 2 With guidance, identify the elements of a citation. 3.IP.2
- 3 Explain piracy and plagiarism. 3.IP.3

Impacts of Computing: Past, present, and possible future impact of technology on society. 3.IC

- 1 Identify technologies that have changed the world. 3.IC.1

Social Interactions: Technology facilitates collaboration with others. 3.SI

- 1 Recognize that there are various collaborative technologies. 3.SI.1
- 2 With guidance, use collaborative technology to seek out diverse perspectives. 3.SI.2

Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology. 3.SE

- 1 Identify problems that relate to inappropriate use of computing devices and networks. (CYSEC) 3.SE.1
 - 2 Keep authentication methods confidential and be proactive if they are compromised. (CYSEC) 3.SE.2
 - 3 Recognize that data-collection technology can be used to track navigation online. (CYSEC) 3.SE.3
 - 4 Identify the difference between public and private information. (CYSEC) 3.SE.4
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**Responsible Use:
Respect and dignity in
virtual
communities.** 3.RU

- 1 Identify and discuss positive and negative uses of technology and information and their impact.** 3.RU.1

- 2 Recognize similarities and differences between in-person bullying and cyberbullying.** 3.RU.2

- 3 Develop a code of conduct, explain, and practice appropriate behavior and responsibilities while participating in an online community.** 3.RU.3

- 4 Comply with Acceptable Use Policies.** 3.RU.4

**Digital Identity:
Responsibilities and
opportunities of living,
learning, and working in
an interconnected
digital world.** 3.DI

- 1 Recognize the permanence of their actions in the digital world.** 3.DI.1