

3rd Grade

Navigating the Digital World ¹

1 Digital Communication - Using devices to stay connected with people. ^{1.1}

- 1 Practice respectful online interactions, including writing an email. ^{1.1.1}
- 2 Recognize when online interactions may be inappropriate or unsafe, and how to disengage and/or ask for help. ^{1.1.2}
- 3 Describe what attributes make up a digital footprint. ^{1.1.3}
- 4 Participate safely and appropriately in online school-based communication (e.g., learning management system, class email). ^{1.1.4}

2 Digital Privacy & Security - Keeping you safe while exploring and learning online. ^{1.2}

- 1 Identify strategies (e.g., using different passwords for each site) to protect personal information online. ^{1.2.1}
- 2 Describe how and why people could be dishonest online. ^{1.2.2}
- 3 Describe strategies for identifying a safe website. ^{1.2.3}

3 Responsible Use of Technology - Developing good habits to use throughout their digital lives. ^{1.3}

- 1 Explain why balancing screen time is important, identifying potential effects, and suggesting strategies. ^{1.3.1}
- 2 Understand why you give credit for the work of others. ^{1.3.2}
- 3 Understand the importance of academic honesty (academic integrity). ^{1.3.3}

Programming Fundamentals ²

1 Computational Thinking - Breaking down big, complex problems into smaller, manageable parts. ^{2.1}

- 1 Use pattern recognition to aid in problem solving. ^{2.1.1}
- 2 Create a clear and ordered set of instructions that can be followed to complete a given, familiar task. ^{2.1.2}
- 3 Decompose a problem into subtasks to aid in problem solving. ^{2.1.3}
- 4 Explain how to identify relevant information when problem solving. ^{2.1.4}

2 Designing Algorithms- Creating sets of instructions for solving problems. 2.2

- 1 Use visual aids (e.g., flowcharts, diagrams) to arrange algorithms in a logical sequence. 2.2.1
- 2 Use debugging strategies to identify and correct errors in algorithms. 2.2.2

3 Develop Programming Skills - Learning to create simple instructions for computers to express ideas. 2.3

- 1 Discuss how variables are used to label memory locations for storage. 2.3.1
- 2 Use block based coding to create programs that include using variables, user input, arithmetic operators (+, -, /, *). 2.3.2

Making Decisions with Data 3

1 Data Collection - Gathering and organizing information to understand the importance of data in everyday life. 3.1

- 1 Understand that data is information collected for answering questions. 3.1.1
- 2 Formulate appropriate questions for data collection. 3.1.2
- 3 Discuss the concept of accuracy when collecting data. 3.1.3

2 Data Analysis - Understanding how data can be used to answer questions and make decisions in daily life. 3.2

- 1 Define pattern, trend, and relationship in terms of data. 3.2.1
- 2 Draw conclusions supported by evidence. 3.2.2
- 3 Formulate relevant questions for identifying patterns, trends, and relationships in terms of data. 3.2.3

3 Data Representation - Presenting data in various ways that make the information easier to understand and analyze. 3.3

- 1 Create appropriate visualizations to communicate data insights. 3.3.1
- 2 Communicate data insights informatively. 3.3.2

Computing Essentials 4

1 Computer Components- Focusing on the basic functions of each part of the computer. 4.1

- 1 Recognize the CPU (Central Processing Unit) as the brain of the computer. 4.1.1
- 2 Apply effective cleaning techniques to maintain computing devices. 4.1.2
- 3 Identify the different ways to store data (e.g., internal disk drives, USB drives, cloud storage). 4.1.3
- 4 Apply systematic troubleshooting methods for common problems(e.g, check power, connections, restart). 4.1.4

2 Digital Literacy- Using a variety of digital tools to create, communicate, collaborate, and apply learning across subjects. 4.2

- 1 Create digital presentations, applying formatting (e.g., paragraph/line spacing, page layout, images, themes). 4.2.1
- 2 Proofread and edit digital content (e.g., adding, moving, deleting text, rephrasing text, refining images) to improve clarity and impact. 4.2.2
- 3 Demonstrate basic digital file organization by saving into existing folders. 4.2.3
- 4 Practice typing words and sentences using ergonomic practices (e.g, body posture, lighting, wrist position). 4.2.4

3 Connected Devices - Understanding how computers communicate and share information. 4.3

- 1 Understand that cables connect some network equipment (e.g., Ethernet cables) that help move information quickly. 4.3.1
- 2 Identify that the Internet is a global network of computers that communicate using protocols. 4.3.2
- 3 Recognize visual clues and symbols from network devices, such as routers or error messages, that indicate problems 4.3.3