

Grades 3-5

Computing Systems

- 1 Devices:** Describe how internal and external parts of computing devices function to form a system. [3-5.CS.01](#)
- 2 Hardware and Software:** Model how computer hardware and software work together as a system to accomplish tasks. Discuss task specific embedded systems. [3-5.CS.02](#)
- 3 Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.** [3-5.CS.03](#)

Networks and the Internet

- 4 Network Communication and Organization:** Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the internet, and reassembled at the destination. [3-5.NII.04](#)
- 5 Cybersecurity:** Discuss real-world cybersecurity problems and how personal information can be protected. [3-5.NII.05](#)

Data and Analysis

- 6 Collection, Visualization, and Transformation:** Organize and present collected data visually to highlight relationships and support a claim. [3-5.DA.06](#)
- 7 Interference and Models:** Use data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea. [3-5.DA.07](#)

Algorithms and Programming

- 8 Algorithms:** Compare and refine multiple algorithms for the same task and determine which is the most appropriate. [3-5.AP.08](#)
- 9 Variables:** Create programs that use variables to store and modify data. [3-5.AP.09](#)
- 10 Control:** Create programs that include sequences, events, loops, and conditionals. [3-5.AP.10](#)
- 11 Modularity:** Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. [3-5.AP.11](#)
- 12 Modularity:** Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features. [3-5.AP.12](#)
- 13 Program Development :** Use an iterative process to plan the development of a program by including others' perspectives and considering user preferences. [3-](#)

14 Program Development : Observe intellectual property rights and give appropriate attribution when creating or remixing programs. 3-5.AP.14

15 Program Development: Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. 3-5.AP.15

16 Program Development: Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development. 3-5.AP.16

17 Program Development: Describe choices made during program development using code comments, presentations, and demonstrations 3-5.AP.17

Impacts of Computing

18 Culture: Discuss computing technologies that have changed the world and express how those technologies influence, and are influenced by, cultural practices 3-5.IC.18

19 Culture: Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users 3-5.IC.19

19 Social Interactions : Seek diverse perspectives for the purpose of improving computational artifacts. 3-5.IC.19

20 Safety Law and Ethics: Use public domain or Creative Commons media and refrain from copying or using material created by others without permission. 3-5.IC.20

Emerging and Future Technologies

A Explain that the field of emerging technologies will be evolving and rapidly growing 3-5.ET.A

B Compare existing and emerging technologies, ideas, and concepts. 3-5.ET.B

C Describe how emerging technologies are influencing current events at a local and global scale. 3-5.ET.C

D Predict the positive and negative societal, cultural, and economic impacts that emerging and future technologies may generate. 3-5.ET.D

E Create new or original work by applying emerging technologies. 3-5.ET.E
