Montana Computer Science

# Grade 3

| | |
|---|---|
| When a district incorporates or integrates computer science content into district curriculum or offers a course in computer science, the following skills at each grade level apply | 1 fostering an inclusive computing culture CS.1.K12<br>2 collaborating around computing CS.2.K12<br>3 recognizing and defining computational problems CS.3.K12<br>4 developing and using abstractions CS.4.K12<br>5 creating computational artifacts CS.5.K12<br>6 testing and refining computational artifacts CS.6.K12<br>7 communicating about computing. CS.7.K12 |
| Computer science algorithms and programming standards for third grade are that each student will CS.AP.3 | 1 compare and contrast multiple algorithms to complete the same task CS.AP.3.1<br>2 break down problems into smaller, manageable subproblems to facilitate the program development process CS.AP.3.2<br>3 describe steps taken and choices made during the process of program development CS.AP.3.3<br>4 identify intellectual property rights and give appropriate credit when creating or remixing programs CS.AP.3.4 |
| Computer science computing systems standards for third grade are that each student will CS.CS.3 | 1 identify the internal and external parts of computing devices CS.CS.3.1<br>2 determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies. CS.CS.3.2 |
| Computer science data and analysis standards for the third grade are that each student will CS.DA.3 | 1 collect data from multiple sources and display the data in graphs CS.DA.3.1<br>2 describe multiple types of data CS.DA.3.2<br>3 understand the accuracy of predictions and how they are influenced by the amount of data collected CS.DA.3.3 |
| Co im | Skip to main content<br>ollect diverse perspectives for the purpose of improving computational rtifacts CS.IC.3.1 |

| | |
|---|---|
| **standards for third grade are that each student will** CS.IC.3 | **2** identify rules associated with the appropriate use of digital information when creating computational artifacts CS.IC.3.2 |
| | **3** describe ethical issues that relate to computing devices and networks. CS.IC.3.3 |
| **Computer science networks and the internet standards for third grade are that each student will identify how personal information can be protected** CS.NI.3 | **3.** Computer science networks and the internet standards for third grade are that each student will identify how personal information can be protected CS.NI.3 |