

# Integrated Technology: Grade 3

Empowered Learner	<ol style="list-style-type: none"><li data-bbox="472 527 1349 552">1 Independently utilize digital and non-digital planning tools. <a href="#">3.EL.A.1</a></li><li data-bbox="472 596 1495 625">2 Demonstrate appropriate touch (blind) typing with speed and accuracy. <a href="#">3.EL.D.1</a></li></ol>
Digital Citizen	<ol style="list-style-type: none"><li data-bbox="472 688 1468 787">1 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. <a href="#">3.DC.A.1</a></li><li data-bbox="472 842 1468 905">2 Describe codes of conduct for using technology at school and the consequences for breaking those rules. <a href="#">3.DC.B.1</a></li><li data-bbox="472 947 1495 1016">3 * Refer to Nevada Academic Content Standards for Computer Science – 3.IC.SLE1: Identify safe and unsafe examples of online communications. <a href="#">3.IC.SLE.1*</a></li></ol>
Knowledge Constructor	<ol style="list-style-type: none"><li data-bbox="472 1079 1393 1142">1 With teacher guidance, become familiar with age-appropriate criteria for evaluating digital content. <a href="#">3.KC.B.1</a></li><li data-bbox="472 1184 1300 1247">2 Organize information and make meaningful connections between resources. <a href="#">3.KC.C.1</a></li><li data-bbox="472 1289 1468 1367">3 Create essential questions to guide investigation of a real-world problem using digital resources. <a href="#">3.KC.D.1</a></li></ol>
Innovative Designer	<ol style="list-style-type: none"><li data-bbox="472 1430 1484 1535">1 Explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem, or create innovative products that are shared with others. <a href="#">3.ID.A.1</a></li><li data-bbox="472 1577 1503 1608">2 Describe a variety of ways to interact and contribute to a digital product. <a href="#">3.ID.B.1</a></li></ol>
Computational Thinker	<ol style="list-style-type: none"><li data-bbox="472 1671 1256 1696">1 Work in a team to solve problems using digital tools. <a href="#">3.CT.C.1</a></li><li data-bbox="472 1738 1495 1850">2 With teacher guidance, identify and describe the cause of hardware (e.g., wiring), connectivity (e.g., no internet connection), and software (e.g., frozen screen) problems. <a href="#">3.CT.C.2</a></li></ol>
Creative Communicator	1 Describe appropriate media and formats for specific audiences. <a href="#">3.CC.A.1</a>

## Global Collaborator

- 1 Explore alternative solutions to and diverse perspectives on authentic problems and propose a solution using digital tools. 3.GC.A.1**
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- 2 Work with others using collaborative technologies to explore local and global issues. 3.GC.D.1**