Integrated Technology: Grade 3

Empowered Learner	1	**Independently utilize digital and non-digital planning tools.** 3.EL.A.1
	2	**Demonstrate appropriate touch (blind) typing with speed and accuracy.** 3.EL.D.1
Digital Citizen	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.** 3.DC.A.1
	2	**Describe codes of conduct for using technology at school and the consequences for breaking those rules.** 3.DC.B.1
	3	*** Refer to Nevada Academic Content Standards for Computer Science – 3.IC.SLE1: Identify safe and unsafe examples of online communications.** 3.IC.SLE.1*
Knowledge Constructor	1	**With teacher guidance, become familiar with age-appropriate criteria for evaluating digital content.** 3.KC.B.1
	2	**Organize information and make meaningful connections between resources.** 3.KC.C.1
	3	**Create essential questions to guide investigation of a real-world problem using digital resources.** 3.KC.D.1
Innovative Designer	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.** 3.ID.A.1
	2	**Describe a variety of ways to interact and contribute to a digital product.** 3.ID.B.1
Computational Thinker	1	**Work in a team to solve problems using digital tools.** 3.CT.C.1
	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.** 3.CT.C.2
Cr		**)escribe appropriate media and formats for specific audiences.** 3.CC.A.1

Skip to main content

Global Collaborator

1. **Explore alternative solutions to and diverse perspectives on authentic problems and propose a solution using digital tools.** `3.GC.A.1`

2. **Work with others using collaborative technologies to explore local and global issues.** `3.GC.D.1`