

Grade 3

Adopted 2007

Nature, Concepts and Systems (systems thinking, interactions, and design)

1: Students understand the history and progression of technology in relation to the development and design of future technology.

1. Describe ways that creative thinking, economics and culture influence the development of technology over time. [3.NC.1.1](#)

2: Students analyze the parts of a technological system in terms of input, process, output, and feedback.

1. Illustrate, using a flow chart, the parts of the system model as it relates to technology. [3.NC.2.1](#)

3: Students analyze the relationships and the connections between technologies in different fields of study and how they apply to communities.

1. Classify technologies into home, school, work, or global use. [3.NC.3.1](#)

4: Students understand the purpose and demonstrate the use of the design process in problem solving.

1. Produce a variety of solutions to a defined problem. [3.NC.4.1](#)

Social Interactions in Information & Communication Technology

1: Students understand the safe, ethical, legal, and societal issues related to technology.

1. Distinguish among different types of illegal and unethical technology usage. [3.SI.1.1](#)
2. Implement safety precautions while online. [3.SI.1.2](#)
3. Identify how to cite a source. [3.SI.1.3](#)

2: Students investigate the advantages and disadvantages of technology.

1. Recognize the advantages and disadvantages of technology on the individual. [3.SI.2.1](#)

**Information &
Communication
Technology Tools**

1: Students recognize and demonstrate skills in operating technological systems.

1. Identify parts of an operating system environment. [3.CT.1.1](#)
 2. Demonstrate use of home row keyboarding. [3.CT.1.2](#)
 3. Demonstrate proper care in the use of hardware, software, peripherals, and storage media. [3.CT.1.3](#)
 4. Create, save and retrieve folders. [3.CT.1.4](#)
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2: Students use technology to enhance learning, extend capability, and promote creativity.

1. Use a word processor to develop a product. [3.CT.2.1](#)
 2. Develop documents in design applications. [3.CT.2.2](#)
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3: Students evaluate and select information tools based on the appropriateness to specific tasks

1. Differentiate between information tools and technological innovations. [3.CT.3.1](#)
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**Information &
Communication
Technology Processes**

1: Students understand the purpose of information technologies to communicate with a variety of collaborators.

1. Participate within groups to produce a digital output for a given assignment. [3.CP.1.1](#)
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2: Students exchange information and ideas for an identified purpose through Information Technologies.

1. Describe how a message communicated through information technology is affected by an audience. [3.CP.2.1](#)
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Information Literacy

1: Students use technology to locate and acquire information.

1. Perform a keyword/phrase search on existing databases on a specified topic. [3.IL.1.1](#)
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2: Students determine the reliability and relevancy of Information

1. Identify author, date, and subject within different sources of information. [3.IL.2.1](#)