



FOURTH GRADE

ELEMENTARY COMPUTER SCIENCE

Computing Systems

- a. Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.

Network and the Internet

- a. Understand what the Internet is.

Data

- b. Collect, categorize, and communicate ideas about data visually to realistically support a claim.

Algorithms

- a. Create programs that include events, loops, and conditionals.

Impacts of Computing

- a. Demonstrate digital citizenship through appropriate social behavior and safe practices.
- b. Propose ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.