



THIRD GRADE TECHNOLOGY / COMPUTER SCIENCE

TECHNOLOGY

Creation

- Students demonstrate a sound understanding of technology concepts and use creative thinking and collaboration to produce innovative products.

Consumption

- Students use critical thinking skills to gather and evaluate information, complete assignments, solve problems, and make informed decisions using digital tools and resources appropriately.

Keyboarding

- Students will demonstrate correct keyboarding technique.

COMPUTER SCIENCE

Computing Systems

- Demonstrate how a computer's hardware and software work together as a system to accomplish a task.

Network and Internet

- Create and describe physical and digital security measures.
- Understand what a network is.

Data

- Organize and present collected data to realistically support a claim.

Algorithms

- Deconstruct complex programming tasks into smaller parts; likewise, combine smaller parts into complex tasks.
- Create programs that use variables to store and modify data.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.

