

Grade 3

Communication and Collaboration Strand

1 Assess how communication and collaboration are beneficial. [SC.3.CC.1](#)

- 1 Describe how collaborating with others can be beneficial to a project. [SC.3.CC.1.1](#)
- 2 Use feedback from peers to make revisions using technology. [SC.3.CC.1.2](#)
- 3 Explain that searches may be enhanced by key terms. Example: Students use a shoe brand website to find a particular type of shoe, then they narrow their search by typing more descriptive words into the search bar like size and color. Finally, they add a sport to the search to see more specific results. Students compare the results from each search. [SC.3.CC.1.3](#)
- 4 Describe how computer simulations can help communicate ideas in concepts or problem-solving. Example: Describe how a computer simulation can model the water cycle. [SC.3.CC.1.4](#)

2 Identify uses of technology and responsible uses of modern communication. [SC.3.CC.2](#)

- 1 Identify uses of technology when sending communication over the Internet. [SC.3.CC.2.1](#)
- 2 Describe responsible uses of modern communication media and devices. [SC.3.CC.2.2](#)

Personal Health and Safety Strand

1 Determine safe and healthy Internet practices. [SC.3.HS.1](#)

- 1 Discuss the need for parental control settings on network-capable devices. [SC.3.HS.1.1](#)
- 2 Discuss why some sites or games have age requirements. Example: Johnny tries to get on a website to play a new video game. The website asks for his age. When he inputs his age, the website says that he is not allowed to enter. Discuss reasons his age would prevent him from playing the game. [SC.3.HS.1.2](#)
- 3 Explain what actions should be taken if students are either victims or witnesses of cyberbullying or harassment. [SC.3.HS.1.3](#)

2 Explain healthy digital practices. [SC.3.HS.2](#)

- 1 Explore ways to balance movement and screen time. [SC.3.HS.2.1](#)
 - 2 Demonstrate the use of healthy digital habits. [SC.3.HS.2.2](#)
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Computing Components Strand

- 1 Differentiate and evaluate computer components.** SC.3.CO.1
 - 1 Classify hardware as input, output, both or neither. SC.3.CO.1.1
 - 2 Use the keyboard of a computer to write short paragraphs or short stories. SC.3.CO.1.2
 - 3 Identify digital tools used for writing activities. SC.3.CO.1.3
 - 4 Identify digital tools for data collection. SC.3.CO.1.4
 - 5 Use digital tools for sharing information. SC.3.CO.1.5
 - 6 Apply self-editing practices to improve accuracy. SC.3.CO.1.6
 - 7 Categorize software based on its main purpose. SC.3.CO.1.7
 - 8 Introduce how network systems are part of a global communication network. SC.3.CO.1.8
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Programming and Software Engineering Strand

- 1 Explore coding concepts.** SC.3.PE.1
 - 1 Explore using graphics, blocks or visual cues to design a program. SC.3.PE.1.1
 - 2 Create a program that includes user choices based on defined conditions. Example: Create an algorithm that describes your daily routine for getting ready based on the weather. SC.3.PE.1.2
 - 2 Organize types of data.** SC.3.PE.2
 - 1 Collect data using a digital tool. SC.3.PE.2.1
 - 2 Compile data collected and draw conclusions based on trends. SC.3.PE.2.2
 - 3 Analyze data for trends. SC.3.PE.2.3
 - 3 Develop problem-solving strategies.** SC.3.PE.3
 - 1 Create a repeatable pattern to solve a problem. SC.3.PE.3.1
 - 2 Demonstrate how programs written differently can have the same outcome. SC.3.PE.3.2
 - 3 Use graphical programming or visual cues to represent a set of instructions (algorithm) that includes repetition. Example: Create an algorithm that describes your daily routine before you go to bed. Use words, phrases, pictures or symbols to create your algorithm. SC.3.PE.3.3
 - 4 Create a model or a simulation of a system and explain what the model shows. Example: Create a model that shows the role of water and nutrient transport within plants. SC.3.PE.3.4
 - 5 Explain the process of sorting information into a useful order. SC.3.PE.3.5
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Technological Impact Strand

1 Investigate periods of technological progress. SC.3.TI.1

- 1 Summarize how different types of computing devices are used to communicate with others on a daily basis. SC.3.TI.1.1
 - 2 Identify adaptive technology and discuss how it has changed over time. SC.3.TI.1.2
 - 3 Discuss the uses of Artificial Intelligence (AI) in daily life. SC.3.TI.1.3
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2 Recognize the consequences of the misuse of Information. SC.3.TI.2

- 1 Demonstrate awareness of copyright laws to show respect for the ideas of others when using digital artifacts. SC.3.TI.2.1
- 2 Identify various digital artifacts and whether they are copyrighted or trademarked. SC.3.TI.2.2
- 3 Cite evidence using direct and indirect citations. SC.3.TI.2.3
- 4 Identify digital information resources used to answer research questions. SC.3.TI.2.4