

# 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](#)