COMPUTER SCIENCE

User's Name:

Use the columns as a checkoff or a place to take notes to track any curriculum issue. For instance, you might list the unit or marking period in which a standard was mastered, the areas where teachers want additional professional development opportunities, or any issue you need to analyze as you work to enhance your students' performance. See the folder labeled Ideas for Usage for further suggestions on ways to use the checklists and cards.

THIRD GRADE

Networks & The Internet	
E-NI-01 Network Communication & Organization	
3 - Explain the effects of password misuse.	
E-NI-02 Cybersecurity	
3 - Not introduced until 4th grade	

Data and Analysis	
E-DA-01 Storage	
3 - Search, modify and delete digital files with prompting and support. 4 - Search, modify, and delete digital files.	
E-DA-02 Collection, Visualization & Transformation	
3 - Collect and visually represent data in tables or graphical displays using one application or digital format.	
E-DA-03 Inference & Models	
3 - Analyze and interpret data using digital tools.	

Algorithms and Programming	
E-AP-01 Algorithms	
3 - Compare two sets of algorithms for the same task to determine the best solution.	
E-AP-02 Variables	
3 - Identify ways variables are used in programs.	
E-AP-03 Control	
3 - Routinely create simple programs with sequences or events using a variety of tools, independently and collaboratively.	
E-AP-04 Modularity	
3 - Generate and correctly order the steps needed to solve a complex problem.	
E-AP-05 Modularity	
3 - Use a process to create programs that include sequences and events.	
E-AP-06 Program Development	
3 - Modify or add features to an existing program, with prompting and support, to create a new program, giving attribution.	
E-AP-07 Program Development	
3 - Document programs and discuss development process with peers.	
E-AP-08 Program Development	
3 - Analyze and debug algorithms which includes sequencing and loops.	

Impacts of Computing

E-IC-01 Culture	
3 - Describe how computing technology impacts the way people live, work, and interact.	
E-IC-02 Social Interactions	
3 - Describe ways in which computing devices could be made more accessible to all users.	
E-IC-03 Law & Ethics	
3 - Describe the relevance and appropriateness of various electronic information sources and digital media.	
E-IC-04 Safety, Law & Ethics	
3 - Describe positive qualities of a digital citizen.	

Computing Systems

E-CS-01 Devices	
3 - Compare and contrast various types and functions of software or applications.	
E-CS-02 Hardware & Software	
3 - Compare and contrast features of different digital devices.	
E-CS-03 Troubleshooting	
3 - Demonstrate common troubleshooting strategies to solve simple hardware and software problems.	