

Catholic Identity Standards	
3.0	The student understands and integrates the content of what is learned into their faith and daily life.
Ways to Grow	3.0A recognize that every human life is sacred because each person is created and loved by God 3.0B describe ways to take part in/be responsible to the community by discerning and using our God-given gifts 3.0C recognize and oppose unjust social structures and work toward justice for all 3.0D see God at work in all things and as expressed in the sacraments 3.0E connect scripture, tradition, and the models of Mary and the saints to guide, grow, and deepen faith

Computational Thinking	
3.1	The student explores the core concepts of computational thinking, a set of problem-solving processes that involve decomposition, pattern recognition, abstraction, and algorithms.
Applied Standards	Supporting Standards
3.1A decompose story problems into smaller, manageable subproblems and identify a solution to the problems	3.1B identify simple and complex patterns in story problems
3.1C develop a plan collaboratively and document a plan that outlines specific steps taken to complete a project	
3.1D debug simple algorithms (set of procedures) by identifying and removing errors	

Computational Thinking	
3.2	The student applies the fundamentals of computer science.
3.2A use variables within a program to store data	
3.2B use a design process to create programs that include sequences, loops, and conditionals to express ideas or address a problem	

Creativity and Innovation	
3.3	The student takes an active role in learning by using a design process to solve authentic problems for a local or global audience, using a variety of technologies.
3.3B apply an appropriate design process using components such as peer and teacher feedback to create new and useful solutions to authentic problems	3.3A explain the importance of and demonstrate personal skills and behaviors, including metacognition, effective communication, following directions, and mental agility, needed to implement the design process successfully

Creativity and Innovation	
3.4	The student demonstrates an understanding that technology is dynamic and impacts different communities
3.4A define emerging technologies	

Data Literacy, Management, and Representation	
3.5	The student uses digital strategies to collect and identify data.
3.5A identify and collect numerical data such as the price of goods or temperature	
3.5B use various search strategies with adult assistance	

Snapshot – Grade 3 Technology Applications

Data Literacy, Management, and Representation

3.6 The student uses data to answer questions.

3.6A analyze data in graphs to identify and discuss trends and inferences

Data Literacy, Management, and Representation

3.7 The student communicates data through the use of digital tools to inform an audience

3.7A use digital tools to communicate and publish results to inform an intended audience

Digital Citizenship

3.8 The student understands different styles of digital communication and that a student's actions online can have a long-term impact.

3.8A define digital footprint

3.8B define digital etiquette

3.8C define digital collaboration

Digital Citizenship

3.9 The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources.

3.9A demonstrate adherence to local acceptable use policy (AUP) that reflects positive social behavior in the digital environment

3.9C identify the required elements of citations for digital forms of media

3.9B communicate the purpose of copyright law and identify appropriate and inappropriate uses of digital content and information

Digital Citizenship

3.10 The student practices safe, legal, and ethical digital behaviors to become a socially responsible digital citizen.

3.10A demonstrate account safety, including creating a strong password and logging off accounts and devices

3.10C discuss cyberbullying and explain how to respond to cyberbullying

3.10B describe ways to employ safe practices such as protecting digital identity and avoid online dangers such as accessing unsafe websites or clicking on suspicious links

Practical Technology Concepts

3.11 The student engages with technology systems, concepts, and operations.

3.11A compare and contrast applications such as word processor, spreadsheet, and presentation tools for relevance to an assigned task

3.11B perform software application functions such as inserting or deleting text, inserting images, and formatting page layout and margins

Practical Technology Concepts

3.12 The student selects appropriate methods or techniques for an assigned task and identifies and solves simple hardware and software problems using common troubleshooting strategies.

3.12A communicate an understanding of terminology related to operating systems and network systems such as internet, intranet, wireless network, short-range wireless technology, and learning management systems

Snapshot – Grade 3 Technology Applications

3.12B	identify where and how to save files such as using appropriate naming conventions and effective file management strategies	
3.12C	demonstrate proper touch keyboarding techniques with accuracy and ergonomic strategies such as correct hand and body positions	3.12D identify and practice using keyboard or other input device shortcuts for actions such as copy, paste, undo, or closing windows
3.12E	identify minor technical problems with hardware and software and solve the issues with assistance	