

*Course of Study:*  
**3rd-Grade Technology**



### 3rd-Grade Course of Study — Technology

**Strand:** Information and Communications Technology (Chromebook usage, word processing, Google Docs., Slides and Drawing, Coding-digital & physical)

<p><b>Learning Standard:</b></p> <p><b>Topic 1.a:</b> With guidance, identify and use digital learning tools or resources to support planning, implementing and reflecting upon a defined task.</p> <p><b>Topic 1.b:</b> Explain the use of selected digital learning tools and resources to support productivity and learning.</p> <p><b>Topic 2.c:</b> Use multiple criteria developed with guidance to differentiate between relevant and irrelevant information found with digital learning tools and resources.</p> <p><b>Topic 3:</b> Use digital learning tools and resources to construct knowledge.</p> <p><b>Topic 3.c:</b> Organize observations and data collected during student explorations to determine if patterns are present.</p> <p><b>Topic 4.a:</b> With guidance, discuss and identify communication needs considering the task, situation and information to be shared.</p> <p><b>Topic 4.b:</b> With guidance use digital learning tools to add audio and/or visual media to clarify information.</p> <p><b>Topic 4.d:</b> Topic 4.d: Produce and publish information appropriate for a target audience using digital learning tools and resources.</p> <ul style="list-style-type: none"><li>● CS.D.2.a Select and operate commonly used devices to perform a variety of tasks. This should work because you need keyboarding to perform a variety of tasks on most devices.</li></ul>	<p><b>How Taught?</b> Modeling</p> <p><a href="#">Taking Care of Your Chromebook</a> <a href="#">Google Classroom &amp; bookmarks</a> <a href="#">Word Processing, Typing Club</a></p> <p>code.org course D: <a href="#">Code Login</a>, <a href="#">Course D code.org slides</a>, <a href="#">Graph paper coding - Worksheet</a> <a href="#">Hour of Code intro.</a>, <a href="#">Code Events</a> <a href="#">All About Me project</a> &amp; <a href="#">rubrics</a></p>
<p><b>Materials:</b> Chromebooks, Google Documents, <i>Typing Club</i>, Google Slides, age appropriate websites to reinforce skills.</p>	<p><b>How Assessed?</b> Discussion, observation, completion and quality of tasks.</p> <p><b>How Re-Taught?</b> Repetition, reinforcement through weekly application.</p>

**3rd-Grade Course of Study — Technology**

**Strand:** Society and Technology (Internet Safety)

<p><b>Learning Standard:</b> <b>Topic 1.a:</b> Demonstrate appropriate use of technology and explain the importance of responsible and ethical technology use. <b>Topic 2.c:</b> Identify positive and negative ways of collaborating in digital and physical environments <b>Topic 3.c:</b> Identify and discuss how the use of technology affects self and others in various ways. <b>Topic 3.d</b> Identify the components of one’s digital identity and one’s digital footprint. <b>Topic 3.e</b> Identify and discuss laws and rules that apply to digital content and information</p>	<p><b>How Taught?</b> <a href="#">Internet safety presentation</a>  <a href="#">Password game</a> <a href="#">If / Then</a>  <a href="#">Code.org Lesson 1 Slides</a></p>
<p><b>Materials:</b> STEM materials,</p>	<p><b>How Assessed?</b> Discussion, observation, completion of tasks.</p> <p><b>How Re-Taught?</b> Repetition, reinforcement.</p>

**3rd-Grade Course of Study — Technology**

**Strand: Design and Technology (STEM activities)**

<p><b>Learning Standard:</b> <b>Topic 1.c:</b> Explain that a design process is a plan to find solutions to problems. <b>Topic 2.b:</b> Demonstrate the ability to follow a simple design process: identify a problem, think about ways to solve the problem, develop possible solutions and share and evaluate solutions with others. <b>Topic 2.c:</b> Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations. <b>Topic 2.d:</b> Demonstrate that there are many possible solutions to a design problem. <b>Topic 2.e:</b> Communicate design plans and solutions using drawings and descriptive language. <b>Topic 3.a:</b> Describe how different technologies are used in various fields. <b>Topic 4.d:</b> Discuss and give examples of how changes in design can be used to strengthen or improve a product.</p>	<p><b>How Taught?</b> Introduction to design through STEM activities <a href="#">STEM career video</a> <a href="#">STEM challenge</a>, <a href="#">Build a bridge challenge</a>, <a href="#">Circuits</a>, <a href="#">Electrical circuits</a>, <a href="#">Magtronix</a>, <a href="#">Basic engineering</a> <a href="#">Wheel of engineering</a> <a href="#">Peeps Challenge</a> <a href="#">Heavy Hearts STEM activity</a> Google Drawing Designs: <a href="#">Habitat</a>, <a href="#">Island Forces</a></p>
<p><b>Materials:</b> STEM materials, Magtronix starter &amp; expansion kits. <a href="#">Wheel of materials (Munson)</a> <a href="#">(Park)</a> Snap Circuits</p>	<p><b>How Assessed?</b> Testing products to see if they meet objectives.</p> <p><b>How Re-Taught?</b> Redefine prototypes with teacher guidance</p>