

Integrated Technology: Grade 3

Empowered Learner	1 Independently utilize digital and non-digital planning tools. 3.EL.A.1 2 Demonstrate appropriate touch (blind) typing with speed and accuracy. 3.EL.D.1
Digital Citizen	1 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. 3.DC.A.1 2 Describe codes of conduct for using technology at school and the consequences for breaking those rules. 3.DC.B.1 3 * Refer to Nevada Academic Content Standards for Computer Science – 3.IC.SLE1: Identify safe and unsafe examples of online communications. 3.IC.SLE.1*
Knowledge Constructor	1 With teacher guidance, become familiar with age-appropriate criteria for evaluating digital content. 3.KC.B.1 2 Organize information and make meaningful connections between resources. 3.KC.C.1 3 Create essential questions to guide investigation of a real-world problem using digital resources. 3.KC.D.1
Innovative Designer	1 Explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem, or create innovative products that are shared with others. 3.ID.A.1 2 Describe a variety of ways to interact and contribute to a digital product. 3.ID.B.1
Computational Thinker	1 Work in a team to solve problems using digital tools. 3.CT.C.1 2 With teacher guidance, identify and describe the cause of hardware (e.g., wiring), connectivity (e.g., no internet connection), and software (e.g., frozen screen) problems. 3.CT.C.2
Creative Communicator	1 Describe appropriate media and formats for specific audiences. 3.CC.A.1

Global Collaborator

- 1 Explore alternative solutions to and diverse perspectives on authentic problems and propose a solution using digital tools. 3.GC.A.1**
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- 2 Work with others using collaborative technologies to explore local and global issues. 3.GC.D.1**