

Digital Citizenship Curriculum	Lessons																
Texas Education Agency §126.8. Technology Applications, Grade 3, Adopted 2022.	TypeTastic Keyboarding Curriculum	Cyberbullying	Copyright	Digital Footprint	Reliable Information	Data Connectivity	Digital Citizen's Basic Skills	Selecting Correct Device	Selecting Correct Software	Office Software	Troubleshooting	Digital Progress	Critical Thinking ⁺	Data ⁺	Data collection tools ⁺	Basics of Al ⁺	CodeMonkey Coding Curriculum
1. Computational thinking-foundations. The student explores the core concepts of computational thinking, a set of problem-solving processes that involve decomposition, pattern recognit abstraction, and algorithms. The student is expected to:															cognitic	on,	
 Decompose story problems into smaller, manageable subproblems and identify a solution to the problems; 																	•*
b. Identify simple and complex patterns in story problems;																	•*
 C. Develop a plan collaboratively and document a plan that outlines specific steps taken to complete a project; 																	•*
d. Debug simple algorithms (set of procedures) by identifying and removing errors.																	•*
2. Computational thinking-applications. The student applies the fun	dament	als of c	ompute	r sciend	ce. The s	student	is expe	cted to:									
a. Use variables within a program to store data;																	•*
b. Use a design process to create programs that include sequences, loops, and conditionals to express ideas or address a problem.																	•*
3. Creativity and innovation-innovative design process. The studer audience, using a variety of technologies. The student is expected	nt takes a to:	an activ	ve role ii	n learni	ng by us	ing a d	esign p	rocess t	o solve	authen	tic prob	lems fo	or a loca	Il or glo	bal		
 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; 																	
b. Apply an appropriate design process using components such as peer and teacher feedback to create new and useful solutions to authentic problems.																	



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4. Creativity and innovation-emerging technologies. The student demonstrates an understanding that technology is dynamic and impacts different communities. The student is expected															ected t	to:	
Define emerging technologies.							•					•					
5. Data literacy, management, and representation-collect data. The student uses digital strategies to collect and identify data. The student is expected to:																	
 a. Identify and collect numerical data such as the price of goods or temperature; 														•†	•†		
b. Use various search strategies with adult assistance					•**												
6. Data literacy, management, and representation-organize, manage, and analyze data. The student uses data to answer questions. The student is expected to:																	
Analyze data in graphs to identify and discuss trends and inferences.															•†		
7. Data literacy, management, and representation-communicate and The student is expected to:	nd publi	ish resu	ilts The	studer	it comm	unicate	es data	through	n the us	e of dig	ital too	ls to inf	form an	audien	ce.		
Use digital tools to communicate and publish results to inform an intended audience.										•**				• [†]	•†		
8. Digital citizenship-social interactions. The student understands diffe	erent sty	les of di	gital co	mmunic	ation an	d that a	a studer	nt's actio	ons onlin	e can h	ave a lo	ong-tern	n impac	t. The st	udent is	expect	ted to:
a. Define digital footprint;				•													
b. Define digital etiquette; and							•										
c. Define digital collaboration.							•										



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9. Digital citizenship-ethics and laws. The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:																	
 Demonstrate adherence to local acceptable use policy (AUP) that reflects positive social behavior in the digital environment; 																	
 b. Communicate the purpose of copyright law and identify appropriate and inappropriate uses of digital content and information; and 			•														
c. Identify the required elements of citations for digital forms of media.			•														
10. Digital citizenship-privacy, safety, and security. The student practices safe, legal, and ethical digital behaviors to become a socially responsible digital citizen. The student is expected to:):		
 Demonstrate account safety, including creating a strong password and logging off accounts and devices; 																	
 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; 				•	•		•										
c. Discuss cyberbullying and explain how to respond to cyberbullying.		•					•										
11. Practical technology concepts-processes. The student engages	with tech	nology	/ system	is, conc	epts, ar	nd oper	ations. 7	The stud	dent is e	expecte	d to:						
 Compare and contrast applications such as word processor, spreadsheet, and presentation tools for relevance to an assigned task; 									•	•							
b. Perform software application functions such as inserting or deleting text, inserting images, and formatting page layout and margins.										•							



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12. Practical technology concepts-skills and tools. The student selects appropriate methods or techniques for an assigned task and identifies and solves simple hardware and software problems using common troubleshooting strategies. The student is expected to:																	
 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; 						•											
 Identify where and how to save files such as using appropriate naming conventions and effective file management strategies; 														•†			
 Demonstrate proper touch keyboarding techniques with accuracy and ergonomic strategies such as correct hand and body positions; 	•																
d. Identify and practice using keyboard or other input device shortcuts for actions such as copy, paste, undo, or closing windows; and																	
e. Identify minor technical problems with hardware and software and solve the issues with assistance.											•						



* CodeMonkey Coding Curriculum sold separately for current customers
 ** Standard aligned using offline materials
 * To be released in Spring 2025