



Illinois Computer Science Standards Grades 3-5	Standard description	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 & Visualization	Basics of AI +	CodeMonkey Curriculum
<b>Computing Systems</b>																		
<b>Devices</b>																		
3-5.CS.01	Describe how internal and external parts of computing devices function to form a system.								•	•					•			
<b>Hardware and Software</b>																		
3-5.CS.02	Model how computer hardware and software work together as a system to accomplish tasks. Discuss task specific embedded systems.								•	•								
<b>Troubleshooting</b>																		
3-5.CS.03	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.											•						
<b>Networks and the Internet</b>																		
<b>Network Communication and Organization</b>																		
3-5.NI.04	Model how information is broken down into smaller pieces, transmitted as packets through multiple devices over networks and the internet, and reassembled at the destination.																	
<b>Cybersecurity</b>																		
3-5.NI.05	Discuss real-world cybersecurity problems and how personal information can be protected.				•			•										
<b>Data and Analysis</b>																		
<b>Collection, Visualization, and Transformation</b>																		
3-5.DA.06	Organize and present collected data visually to highlight relationships and support a claim.										•					•		





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3-5.AP15	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.																	•**
3-5.AP16	Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development.																	
3-5.AP17	Describe choices made during program development using code comments, presentations, and demonstrations.																	
<b>Impacts of Computing</b>																		
<b>Culture</b>																		
3-5.IC.18	Discuss computing technologies that have changed the world and express how those technologies influence, and are influenced by, cultural practices.							•					•					
3-5.IC.19	Brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.												•*					
<b>Social Interactions</b>																		
3-5.IC.20	Seek diverse perspectives for the purpose of improving computational artifacts.												•*					
<b>Safety Law and Ethics</b>																		
3-5.IC.21	Use public domain or Creative Commons media and refrain from copying or using material created by others without permission.			•														
<b>Emerging and Future Technologies</b>																		
3-5.ET.A	Explain that the field of emerging technologies will be evolving and rapidly growing.												•					
3-5.ET.B	Compare existing and emerging technologies, ideas, and concepts.												•					



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<b>3-5.ET.C</b>	Describe how emerging technologies are influencing current events at a local and global scale.							•					•					
<b>3-5.ET.D</b>	Predict the positive and negative societal, cultural, and economic impacts that emerging and future technologies may generate.							•					•					
<b>3-5.ET.E</b>	Create new or original work by applying emerging technologies.							• <sup>*</sup>										

\* Standard aligned using offline materials

\*\* CodeMonkey Coding Curriculum sold separately for current customers