

Grades 3-5 Computer Science Performance Standards	Standard description	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
Computing Systems																	
Devices																	
3rd Grade																	
CS.D.3.a	Explore common components (i.e., parts) of a computing system and their function to understand and describe the role they play in a computer system.							•									
4th Grade																	
CS.D.4.a	Explore external components (i.e., parts) of a computing system and their function to understand and describe the role they play in a computer system.							•									
5th Grade																	
CS.D.5.a	Explore the internal parts of the computing system and their function to understand and describe the role they play in a computer system.							•									
Hardware and Software																	
3rd Grade																	
CS.HS.3.a	Identify and use digital learning tools/devices to support planning, implementing and reflecting upon a defined task.									•*							
4th Grade																	
CS.HS.4.a	Select and use digital learning tools/devices to support planning, implementing and reflecting upon a defined task.									•*							
5th Grade																	
CS.HS.5.a	Evaluate digital learning tools/devices to support planning, implementing and reflecting across curricular areas.							•	•*								

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NI.N.4.b	Describe network addresses, names and rules (i.e., protocols) to share or receive information from the global community.																
5th Grade																	
NI.N.5.a	Model how information is broken down to be transmitted and then reassembled to help students gain a better understanding of the internet and networks.																
NI.N.5.b	Apply knowledge of network addresses, names and rules (i.e., protocols) to discuss real-world scenarios.																
Cybersecurity																	
3rd Grade																	
NI.C.3.a	Explore digital safety concepts in order to explain that information can be both public and private, to determine what information can safely be shared and to know how to use passwords to protect information.			•													
NI.C.3.b	Explore and explain grade-appropriate examples of unsafe content, such as pop-ups and malicious links.				•												
4th Grade																	
NI.C.4.a	Describe what information should be protected and the importance of a secure password to protect information.																
NI.C.4.b	Describe and explain safe usage of various online services such as web, email, video, gaming, cloud services and networked drives.						•							•			
5th Grade																	
NI.C.5.a	Demonstrate password creation techniques to develop and use a strong password used on personal accounts.																
NI.C.5.b	Explore and utilize safe online services such as web, email, video, gaming, cloud services and network attached storage devices.						•							•			

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Internet of Things (IoT)																	
3rd Grade																	
NI.IOT.3.a	Describe how devices send and receive information over physical or wireless paths to identify how information is transmitted.					•											
NI.IOT.3.b	Define intelligent devices and describe the difference between smart devices and intelligent devices to identify the difference in their capabilities.											•					
4th Grade																	
NI.IOT.4.a	Explore how information is transferred to the internet from smart and intelligent devices to recognize how the internet and networks operate.																
NI.IOT.4.b	Describe how transferred information is tagged using identifiers to transmit information about the user so students begin to learn that no information on the internet is anonymous.			•													
5th Grade																	
NI.IOT.5.a	Learn and model how information is broken down to be transmitted by smart devices to help students visualize how information transfers over the internet.																
NI.IOT.5.b	Explore the benefits of the IoT with regards to convenience, safety and health to gain an appreciation of the risks involved in using devices, including data theft, identity theft, tracking and other forms of criminality.																
Data and Analysis																	
Data Collection and Storage																	
3rd Grade																	
DA.DCS.3.a	Collect quantitative data over time from multiple sources to perform various tasks.														•*		

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DA.DCS.3.b	Identify different types of information to store in different formats													•			
4th Grade																	
DA.DCS.4.a	Gather and organize multiple quantitative data elements using a tool to perform various tasks.														•*		
DA.DCS.4.b	Identify techniques and formats to store, process and retrieve different types of information.													•			
5th Grade																	
DA.DCS.5.a	Gather and organize multiple quantitative data elements using a tool to perform various tasks.														•*		
DA.DCS.5.b	Compare and contrast file formats to demonstrate the advantages and disadvantages of each.													•			
Visualization and Communication																	
3rd Grade																	
DA.VC.3.a	Create a chart or graph to inform a target audience about observations and data collected.														•		
4th Grade																	
DA.VC.4.a	Organize data into subsets to provide different views or commonalities and present insights gained using visual or other types of representations.														•		
5th Grade																	
DA.VC.5.a	Organize and present collected data using visual or other types of representations to highlight relationships and support a claim.														•		

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5th Grade																		
AI.SI.5.a	Explore how data is influenced by bias and how it affects decision-making to defend arguments in AI.																	
Impacts of Computing																		
Culture																		
3rd Grade																		
IC.Cu.3.a	Identify computing technologies that have changed the world and express how those technologies influence and are influenced by cultural practice.						•						•					
IC.Cu.3.b	Identify how computing devices have built-in features to increase accessibility to all users.												•*					
4th Grade																		
IC.Cu.4.a	List examples of computing technologies that have changed the global community to express how those technologies influenced and are influenced by cultural practice.						•											
IC.Cu.4.b	Identify and anticipate diverse user needs to increase accessibility to all users.												•*					
5th Grade																		
IC.Cu.5.a	Explain how computing technologies have changed the global community and express how those technologies influence and are influenced by cultural practices.						•						•					
IC.Cu.5.b	Develop, test and refine digital artifacts to improve accessibility and usability												•*					

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4th Grade																	
IC.SLE.4.a	Use public domain or Creative Commons media, and refrain from copying or using material created by others without permission.		•														
IC.SLE.4.b	Explain why information should be shared or kept private to protect student identity.			•	•												
IC.SLE.4.c	Communicate the importance of protecting your digital footprint.			•													
IC.SLE.4.d	Describe tradeoffs between allowing information to be public and keeping information private and secure.																
IC.SLE.4.e	Explain the effect of cyber bullying and who to tell if this is happening.	•															
5th Grade																	
IC.SLE.5.a	Use public domain or Creative Commons media, and refrain from copying or using material created by others without permission.		•														
IC.SLE.5.b	Communicate the effects of sharing personal information on the safety of student identity to determine how to protect students.			•	•												
IC.SLE.5.c	Evaluate the need to keep personal information secure and protect the digital footprint.			•	•		•										
IC.SLE.5.d	Analyze different forms of cyberbullying and identify strategies to stop cyberbullying.	•															

* Standard aligned using offline materials

** CodeMonkey sold separately for current customers

† To be released in 2026