



2019 Arizona Computer Science Standards: Grades 3	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 (CS)																	
Devices (D)																	
3.CS.D.1	Identify how internal and external parts of computing devices function to form a system within a single device and hardware that connects to the device to extend capability.							•									
Hardware and Software (HS)																	
3.CS.HS.1	Recognize that hardware (devices) and software (programs/apps) communicate in a special language that the computing system can understand.								•					•			
3.CS.HS.2	Recognize that hardware (devices) can only accomplish the specific tasks the software (programs/apps) is designed to accomplish.							•									
Troubleshooting (T)																	
3.CS.T.1	Identify and use common troubleshooting strategies to solve simple hardware and software problems.										•						
Networks and the Internet (NI)																	
Cybersecurity (C)																	
3.NI.C.1	Identify real-world cybersecurity problems and how personal information can be protected.			•													
Network, Communication, and Organization (NCO)																	
3.NI.NCO.1	Model how information flows in a physical or wireless path to travel to be sent and received is sent and received through a physical or wireless path.					•											
Data and Analysis (DA)																	
Collection, Visualization and Transformation (CVT)																	
3.DA.CVT.1	Select tools from a specified list to collect, organize, and present data visually to highlight relationships and support a claim.														•		



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3.AP.PD.3	Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.																•**
3.AP.PD.4	With teacher guidance, students take on varying roles, when collaborating with peers during the design, implementation, and review stages of program development.																
3.AP.PD.5	Describe choices made during program (procedure) development using code comments, presentations, and/or demonstrations.																
Impacts of Computing (IC)																	
Culture (C)																	
3.IC.C.1	Identify computing technologies that have changed the world.						•						•				
3.IC.C.2	With teacher guidance, brainstorm ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.												•*				
Social Interactions (SI)																	
3.IC.SI.1	Seek opportunities for local collaboration to facilitate communication and innovation.																
Safety, Law, and Ethics (SLE)																	
3.IC.SLE.1	Use material that is publicly available and/or permissible to use.		•*														

⁺ Lesson to be released in 2026

* Standard aligned using offline assignments

** CodeMonkey Curriculum sold separately for current customers