



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																	
3-5.CS.1	Describe how computing devices connect to other components to form a system.					•		•									•
Hardware and Software																	
3-5.CS.2	Demonstrate how computer hardware and software work together as a system to accomplish tasks.							•	•								
Troubleshooting																	
3-5.CS.3	Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.										•						
Networks & the Internet																	
Network Communication & Organization																	
3-5.NI.4	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.																
Cybersecurity																	
3-5.NI.5	Describe physical and digital security measures for protecting personal information.		•	•	•												
3-5.NI.6	Create patterns to protect information from unauthorized access.			•			•										
Data & Analysis																	
Storage																	
3-5.DA.7	Explain that the amount of space required to store data differs based on the type of data and/or level of detail.													•			



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3-5.AP.16	Observe intellectual property rights and give appropriate attribution when creating, remixing, or combining programs.		•														
3-5.AP.17	Test and debug a program or algorithm to ensure it accomplishes the intended task.																•
3-5.AP.18	Perform different roles when collaborating with peers during the design, implementation, and review stages of program development.																
3-5.AP.19	Describe choices made during program development using code comments, presentations, and demonstrations.																
Impacts of Computing																	
Culture																	
3-5.IC.20	Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices.											•*					
Social Interactions																	
3-5.IC.21	Propose ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.											•*					
Safety Law & Ethics																	
3-5.IC.22	Seek and explain the impact of diverse perspectives for the purpose of improving computational artifacts.											•*					
3-5.IC.23	Describe reasons creators might limit the use of their work.		•														

[†] Lesson to be released in 2026

* Standard aligned using offline assignments

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