

Montana Content Standards For Computer Science



Montana Content Standards For Computer Science	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
THIRD GRADE																	
Computer science algorithms and programming standards for third grade are that each student will																	
CS.AP.3.1	compare and contrast multiple algorithms to complete the same task																•
CS.AP.3.2	break down problems into smaller, manageable subproblems to facilitate the program development process																•
CS.AP.3.3	describe steps taken and choices made during the process of program development																•
CS.AP.3.4	identify intellectual property rights and give appropriate credit when creating or remixing programs		•														
Computer science computing systems standards for third grade are that each student will																	
CS.CS.3.1	identify the internal and external parts of computing devices							•								•	
CS.CS.3.2	determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies										•						
Computer science data and analysis standards for the third grade are that each student will																	
CS.DA.3.1	collect data from multiple sources and display the data in graphs														•		
CS.DA.3.2	describe multiple types of data													•			
CS.DA.3.3	understand the accuracy of predictions and how they are influenced by the amount of data collected														•		
Computer science impacts of computing standards for third grade are that each student will																	
CS.IC.3.1	collect diverse perspectives for the purpose of improving computational artifacts											•*					

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CS.IC.3.2	identify rules associated with the appropriate use of digital information when creating computational artifacts		•														
CS.IC.3.3	describe ethical issues that relate to computing devices and networks	•	•	•	•		•										
CS.NI.3	Computer science networks and the internet standards for third grade are that each student will identify how personal information can be protected			•													
FOURTH GRADE																	
Computer science algorithms and programming standards for fourth grade are that each student will																	
CS.AP.4.1	compare and refine multiple algorithms for the same task and determine which is the most appropriate																•
CS.AP.4.2	break down problems into smaller, manageable subproblems to facilitate the program development process																•
CS.AP.4.3	test and debug a program or algorithm to ensure it runs as intended																•
Computer science computing systems standards for fourth grade are that each student will																	
CS.CS.4.1	explain the function of individual internal and external parts							•						•		•	
CS.CS.4.2	determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies										•						
Computer science data and analysis standards for fourth grade are that each student will																	
CS.DA.4.1	select and use appropriate non-digital and digital tools to collect and represent data														•		
CS.DA.4.2	identify and use multiple types of data to complete a task														•*		
CS.DA.4.3	evaluate the validity of data based on accuracy and relevance												•		•		

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CS.CS.5.3	determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies										•						
Computer science data and analysis standards for fifth grade are that each student will																	
CS.DA.5.1	organize and present collected data visually to highlight relationships and support a claim														•		
CS.DA.5.2	demonstrate how to store, copy, search, retrieve, modify, and delete information using a computing device													•			
CS.DA.5.3	use accurate and relevant data to highlight or propose cause-and-effect relationships, predict outcomes, or communicate an idea														•		
Computer science impacts of computing standards for fifth grade are that each student will																	
CS.IC.5.1	explain how computing technologies have changed Montana and the world, and express how those technologies influence, and are influenced by, cultural practices						•					•					
CS.IC.5.2	identify ways to improve the accessibility and usability of technology products for the diverse needs and wants of users											•*					
CS.IC.5.3	utilize diverse perspectives for the purpose of improving computational artifacts											•*					
CS.IC.5.4	apply laws associated with digital information and intellectual property	•	•	•	•		•										
CS.IC.5.5	Computer science networks and the internet standards for fourth grade are that each student will identify cybersecurity problems			•													
Computer science networks and the internet standards for fifth grade are that each student will																	
CS.NI.5.1	explain cybersecurity problems						•				•						
CS.NI.5.2	explain how personal information can be protected			•	•												

* Standard aligned using offline assignments