

K-12 Computer Science and Digital Fluency Learning Standards

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IMPACTS OF COMPUTING

Society	<p>2-3.IC.1 Identify and analyze how computing technology has changed the way people live and work.</p>	<p>Clarifying Statement The focus should be on how advancements in computing technology have changed careers and lives.</p>
	<p>2-3.IC.2 Compare and explain rules related to computing technologies and digital information.</p>	<p>Clarifying Statement The focus is on having students understand why rules around computing technology can change depending upon the setting.</p>
Ethics	<p>2-3.IC.3 Discuss and explain how computing technology can be used in society and the world.</p>	<p>Clarifying Statement</p>

COMPUTATIONAL THINKING

Modeling
and
4





DIGITAL LITERACY

Digital Use	2-3.DL.1 Locate and use the main keys on a keyboard to enter text independently.	Clarifying Statement Students should be introduced to keyboarding and identify in second grade and begin to receive direct instruction in keyboarding in third grade, with a focus on form over speed and accuracy.
	2-3.DL.2 Communicate and work with others using digital tools to share knowledge and convey ideas.	Clarifying Statement The focus is on using digital tools to communicate and collaborate in order to expand knowledge and effectively convey ideas.
	2-3.DL.3 Conduct basic searches based on student identified keywords.	Clarifying Statement Students will identify key words with