SUBJECT: CS/STEAM	**GRADE:** 3
Unit Title: Sequencing and Loops	**Time Frame:** Cycles 1-8

UNIT OVERVIEW
- Students expanding their learning about sequencing & algorithms - Students introduced to more advanced loops - Students solve coding puzzles by practicing coding skills

LRG	**CSTA STANDARDS**
- Critical Thinking - Digital Literacy and Technology Proficiency	E3-ALG-PS-01: Create an algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea. E3-ALG-IM-03: Compare how different algorithms may affect outcomes, situations, and people with a wide range of needs. E3-PRO-PD-04: Develop code from a student-created algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea.

COMPETENCIES	**LEARNING TARGETS**
I can demonstrate an understanding of sequential algorithm design and examine the tradeoffs and impacts of a designed program and its broader effects on people.	I can create a step-by-step algorithm to complete a task.
I can create, critically analyze, test, and refine code to ensure it is efficient, and aligned with specified goals.	I can use a loop to describe a pattern in a program.
I can demonstrate an understanding of sequential algorithm design and examine the tradeoffs and impacts of a designed program and its broader effects on people.	I can compare algorithms for the same task to determine which is the most appropriate

SUBJECT: CS/STEAM	**GRADE:** 3
Unit Title: Sequencing and Events	**Time Frame:** Cycles 9-14
UNIT OVERVIEW	
- Students use robots to complete various programming challenges	
LRG	**CSTA STANDARDS**
- Creativity - Collaboration - Responsibility	E3-ALG-PS-01: Create an algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea. E3-PRO-PD-04: Develop code from a student-created algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea. E3-PRO-TR-08: Debug a program that includes a combination of sequence, events, iteration, and selection.
COMPETENCIES	**LEARNING TARGETS**
I can demonstrate an understanding of sequential algorithm design and examine the tradeoffs and impacts of a designed program and its broader effects on people.	I can build a program that uses events.
I can create, critically analyze, test, and refine code to ensure it is efficient, and aligned with specified goals.	I can test and debug a program to ensure it runs as needed

SUBJECT: CS/STEAM	**GRADE:** 3
Unit Title: Conditionals and Variables	**Time Frame:** Cycles 15-20

UNIT OVERVIEW
- Students create interactive programs and use hands-on devices to test them.

LRG	**CSTA STANDARDS**
- Critical Thinking - Resilience & Grit	E3-ALG-PS-01: Create an algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea. E3-PRO-PD-04: Develop code from a student-created algorithm that includes a combination of sequence, events, iteration, and selection to solve a problem or express an idea. E3-PRO-VD-06: Identify the variables being stored and manipulated in a program. E3-SYS-SE-13: Evaluate how sharing information online might reveal personally identifiable information and other details.

COMPETENCIES	**LEARNING TARGETS**
I can demonstrate an understanding of sequential algorithm design and examine the tradeoffs and impacts of a designed program and its broader effects on people.	I can create an algorithm that uses conditional statements
I can create, critically analyze, test, and refine code to ensure it is efficient, and aligned with specified goals.	I can use a variable to store and recall a value
I can recognize how to keep information safe and troubleshoot software and hardware problems.	I can keep my programming login information private

SUBJECT: CS/STEAM	**GRADE:** 3
Unit Title: Sequencing, Events, Conditionals	**Time Frame:** 21-28
UNIT OVERVIEW	
- Students use robots to complete various design challenges	
LRG	**CSTA STANDARDS**
- Collaboration - Critical Thinking - Communication	E3-PRO-RD-07: Articulate how a specific segment of code contributes to the overall purpose of a program. E3-SOC-HU-18: Examine why people design and build computing technologies.
COMPETENCIES	**LEARNING TARGETS**
I can create, critically analyze, test, and refine code to ensure it is efficient, and aligned with specified goals.	I can describe the goals or expected outcomes of a program
I can choose and use technology wisely and I can use them safely to complete goals.	I can evaluate how technology can be the best solution to a problem.