Global Goals Game: New York Computer Science and Digital Fluency Learning Standards 2-3		
	Impacts of Computing	
	Society	
2-3.IC.1	Identify and analyze how computing technology has changed the way people live and work.	
2-3.IC.2	Compare and explain rules related to computing technologies and digital information.	
	Ethics	
2-3.IC.3	Discuss and explain how computing technology can be used in society and the world.	
2-3.IC.4	Identify public and private digital spaces.	
2-3.IC.5	Identify and discuss how computers are programmed to make decisions without direct human input for daily life.	
	Accessibility	
2-3.IC.6	Identify and discuss factors that make a computing device or software application easier or more difficult to use.	
	Career Paths	
2-3.IC.7	Identify a diverse range of roles and skills in computer science.	
	Computational Thinking	
	Modeling and Simulation:	
2-3.CT.1	Create a model of an object or computational process in order to identify patterns and essential elements of the object or process.	X
	Data Analysis and Visualization:	
2-3.CT.2	Identify and describe data collection tools from everyday life.	
2-3.CT.3	Present the same data in multiple visual formats in order to tell a story about the data.	
	Abstraction and Decomposition	
2-3.CT.4	Identify multiple ways that the same problem could be decomposed into smaller steps	X
2-3.CT.5	Identify the essential details needed to perform a general task in different settings or situations.	X
	Algorithms and Programming	
2-3.CT.6	Create two or more algorithms for the same task.	X
2-3.CT.7	Name/label key pieces of information in a set of instructions, noting whether each name/label refers to a fixed or changing value.	X
2-3.CT.8	Identify steps within a task that should only be carried out under certain precise conditions.	X
2-3.CT.9	Identify and debug errors within an algorithm or program that includes sequencing or repetition.	X
2-3.CT.10	Develop and document a plan that outlines specific steps taken to complete a project.	X
	Networks and System Design	
	Hardware and Software	
2-3.NSD.1	Describe and demonstrate several ways a computer program can receive data and instructions (input) and can present results (output).	
2-3.NSD.2	Explain the function of software in computing systems, using descriptive/precise language.	
2-3.NSD.3	Describe and attempt troubleshooting steps to solve a simple technology problem.	
	Networks and the Internet	
2-3.CT.4	Recognize that information can be communicated using different representations that satisfy different rules.	
2-3.CT.5	Describe and navigate to various locations where digital information can be stored.	
	Cybersecurity	
	Risks	
2-3.CY.1	Compare reasons why an individual should keep information private or make information public.	
	Safeguards	
2-3.CY.2	Compare and contrast behaviors that do and do not keep information secure.	
2-3.CY.3	Identify why someone might choose to share an account, app access, or devices.	
2-3.CY.4	Encode and decode a short message or phrase.	
	Response	
2-3.CY.5	Identify unusual activity of applications and devices that should be reported to a responsible adult.	
	Digital Literacy	
	Digital Use	
2-3.DL.1	Locate and use the main keys on a keyboard to enter text independently.	X
2-3.DL.2	Communicate and work with others using digital tools to share knowledge and convey ideas.	X
2-3.DL.3	Conduct basic searches based on student identified keywords.	X
2-3.DL.4	Use a variety of digital tools and resources to create digital artifacts.	
	Digital Citizenship	
2-3.DL.6	Describe ways that information may be shared online.	X
2-3.DL.7	Understand what it means to be part of a digital community and describe ways to keep it a safe, respectful space.	X