



## ADMINISTRATIVE RULES OF MONTANA



### 10.53.1106 COMPUTER SCIENCE CONTENT STANDARDS FOR FOURTH GRADE

- (1) Computer science algorithms and programming standards for fourth grade are:
  - (a) compare and refine multiple algorithms for the same task and determine which is the most appropriate;
  - (b) break down problems into smaller, manageable subproblems to facilitate the program development process; and
  - (c) test and debug a program or algorithm to ensure it runs as intended.
- (2) Computer science computing systems standards for fourth grade are:
  - (a) explain the function of individual internal and external parts; and
  - (b) determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.
- (3) Computer science data and analysis standards for fourth grade are:
  - (a) select and use appropriate non-digital and digital tools to collect and represent data;
  - (b) identify and use multiple types of data to complete a task; and
  - (c) evaluate the validity of data based on accuracy and relevance.
- (4) Computer science impacts of computing standards for fourth grade are:
  - (a) collect diverse perspectives for the purpose of improving computational artifacts;
  - (b) identify rules associated with the appropriate use of digital information when creating computational artifacts; and
  - (c) describe ethical issues that relate to computing devices and networks.
- (5) Computer science networks and the internet standards for fourth grade are to identify cybersecurity problems.

**Authorizing statute(s):** Mont. Const. Art. X, sec. 9, 20-2-121, MCA

**Implementing statute(s):** Mont. Const. Art. X, sec. 9, 20-2-121, 20-3-106, 20-7-101, MCA

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**History:** NEW, 2020 MAR p. 2138, Eff. 7/1/21.