# Essential Skills for Impacts of Computing: Culture (2)

| Grade | IC.C.02 | Essential Skills |
|---|---|---|
| K | Not addressed at this grade | |
| 1 | Not addressed at this grade | |
| 2 | Not addressed at this grade | |
| 3 | Identify potential problems that limit **accessibility**/usability and how **computing devices** have built-in features to increase accessibility for all users. | Identify an **accessibility** issue in existing technology. Identify features that improve accessibility/usability of different **computing devices**. |
| 4 | Brainstorm solutions to improve accessibility/usability and ways computing could be improved to increase accessibility for all users. | Suggest an improvement for an accessibility issue in existing technology. Explain how an improvement could increase accessibility and/or usability of an existing technology. |
| 5 | Develop, test, and refine **computational artifacts** to improve accessibility and usability for all users. | Create an artifact that improves accessibility and/or usability of a computing device or a **computer program**. Evaluate the extent to which an artifact is effective at improving accessibility and/or usability and revise accordingly. |

Skills for Standard: IC.C.02   Grades K-5
These annotations are a collaboration between [Maryland Center for Computing Education](#) and the [Maryland State Department of Education](#).