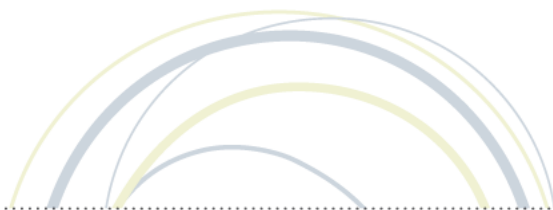




# ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

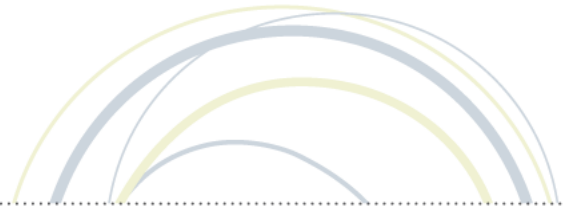
Digital Kids/Digital Teens

MAY 2014



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## ABOUT

### **ABOUT ISTE**

The International Society for Technology in Education (ISTE) is the premier nonprofit membership organization serving educators and education leaders. ISTE is committed to empowering connected learners in a connected world and serves more than 100,000 education stakeholders throughout the world.

As the creator and steward of the definitive education technology standards, our mission is to empower learners to flourish in a connected world by cultivating a passionate professional learning community, linking educators and partners, leveraging knowledge and expertise, advocating for strategic policies, and continually improving learning and teaching.

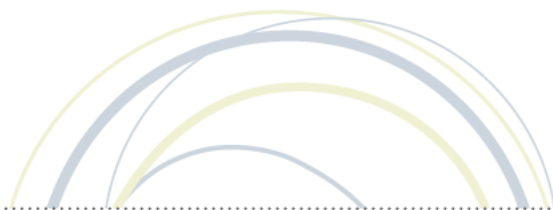
### **ISTE SEAL OF ALIGNMENT**

Resources and products designed with the ISTE Standards in mind are choosing to demonstrate their commitment to support critical digital age learning skills and knowledge. Regardless of a solution's intended grade level, purpose or content area, by addressing the ISTE Standards and earning a Seal of Alignment, a solution is shown to consciously, purposefully and meaningfully support best practices for digital age teaching and learning.

ISTE considers a solution aligned to the ISTE Standards only after an extensive review conducted by trained ISTE Seal of Alignment reviewers, and it has been determined to meet all critical elements of a particular standard indicator in accordance with specific review criteria.

By earning a Seal of Alignment, ISTE verifies that this product:

- Promotes critical technology skills
- Supports the use of technology in appropriate ways
- Contributes to the pedagogically robust use of technology for teaching and learning
- Aligns to the ISTE Standards in specific ways as described in the review finding report



## RESOURCE DESCRIPTION

### **WHAT IS THE DIGITAL KIDS/DIGITAL TEENS RESOURCE?**

The Digital Kids/Digital Teens curriculum is a print-based digital literacy curriculum developed by Binary Logic and consists of six booklets for “Kids” and five booklets for “Teens”. The intent of the curriculum is to introduce students, in Grades 1-11, to critical digital literacy skills using a sequenced and guided curriculum.

Each of the booklets is divided into modules and each module is divided into tasks. In addition to discursive and graphic presentation, the modules include a number of hands on activities designed to help students put to use what they have learned. In the later booklets, more substantial projects are included. These activities serve as both additional learning activities and as formative assessments.

### **HOW IS THE DIGITAL KIDS/DIGITAL TEENS RESOURCE IMPLEMENTED?**

Supplementary materials are available for teachers on the [www.binary-academy.com](http://www.binary-academy.com) website that include lesson plans, worksheets and assessments for the majority of modules and tasks in the curriculum.

The lesson plans include not only guides for structuring lessons but also tips on both potential learning obstacles and suggestions for how to address them. The module and task assessments are brief and tend to be multiple choice, match, fill in the blank and true/false items.

Topics related to technology hardware and software applications are introduced and then revisited in increasing detail and complexity in what the creators describe as a spiral approach. The hardware topics include a wide range of both legacy and newer technologies such as hand-held and wireless devices and touch screens. The software topics include word processing, databases, spreadsheets, graphics, browsing and searching, multi-media tools, and project management.

## ISTE SEAL OF ALIGNMENT REVIEW

**Product:** Digital Kids/Digital Teens

**Company:** Binary Logic

**Date of Award:** May 2014

### REVIEW METHODOLOGY

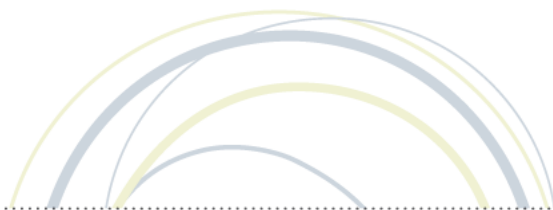
ISTE Seal of Alignment reviews are conducted by a panel of education and instructional experts. Reviewers use data collected both separately and collectively to determine how a solution addresses specific elements described in each of the indicators of the ISTE Standards. Special instruments are used by reviewers to collect data on potential alignment across all resource materials. Alignment is determined based on the extent to which all or some of specific elements are addressed within the materials. Reviewers conduct regular calibrations to assure the validity and reliability of the results and final review findings are combined for an overall score for alignment on each individual indicator.

The Digital Kids/Digital Teens resource was reviewed for alignment against the 2007 ISTE Standards for Students, at the Readiness level. Readiness level reviews examine how a resource instructs and/or assesses specific skills and knowledge that have been identified as foundational to the elements of the ISTE Standards.

### SCOPE OF REVIEW

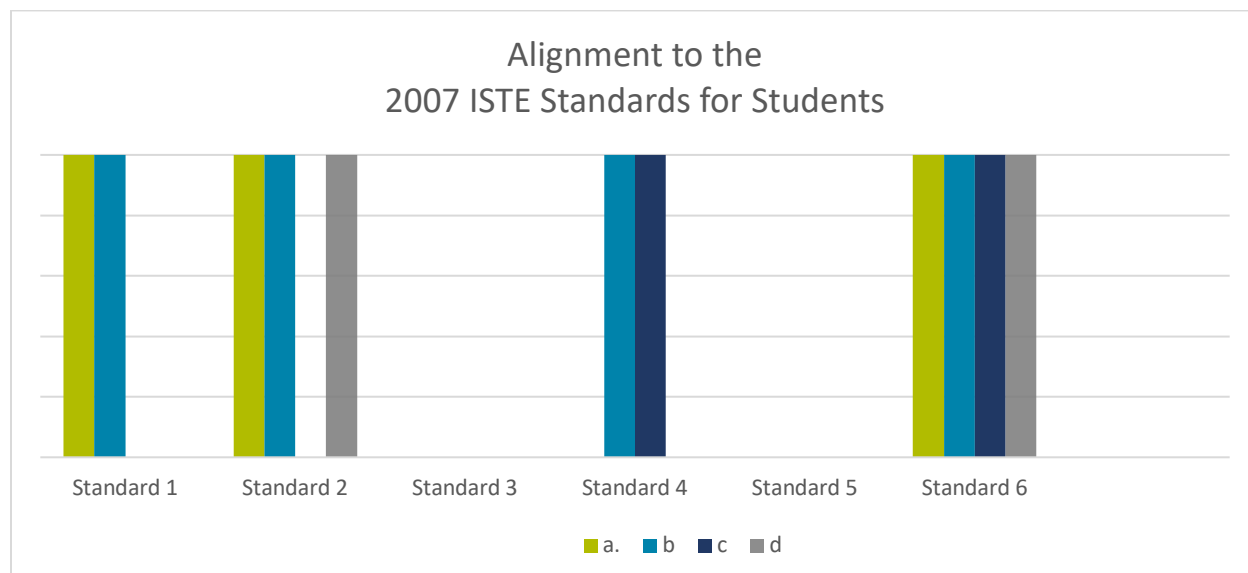
During the review process for the Digital Kids/Digital Teens resource, reviewers:

- collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Students.
- compiled findings to determine overall alignment across all ISTE Student standards and indicators.
- used aggregate findings to form the basis of the overall alignment results.



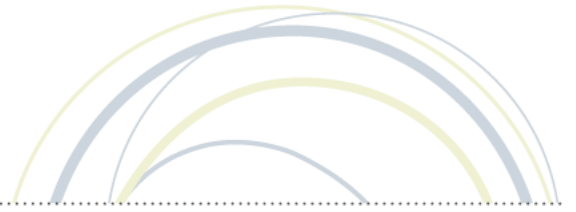
## REVIEW FINDINGS

The Digital Kids/Digital Teens resource supports the 2007 ISTE Standards for Students in the following ways:



The Digital Kids/Digital Teen resource supports the following indicators of the 2007 ISTE Standards for Students:

<b>1. Creativity and Collaboration</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes
1.b.	Create original works as a means of personal or group expression
<b>2. Communication and Collaboration</b>	
2.a.	Interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats
2.d.	Contribute to project teams to produce original works or solve problems
<b>4. Critical thinking and problem solving</b>	
4.b.	Plan and manage activities to develop a solution or complete a project
4.c.	Collect and analyze data to identify solutions and/or make informed decisions
<b>6. Technology operations and concepts</b>	
6.a.	Understand and use technology systems
6.b.	Select and use applications effectively and productively
6.c.	Troubleshoot systems and applications
6.d.	Transfer current knowledge to learning of new technologies



## CONCLUSION

While the technology skills addressed are presented in the context of educational subject matter, the emphasis is on learning to use technology throughout. The strongest evidence of alignment was found for Standard 6, but the technology facts, concepts and skills addressed could be considered effective foundations as well, in varying degrees, for Standards 1, 2, and 4.

Overall, the materials and learning strategies are of high quality, and cover a wide range of topics and technologies. They are attractively designed, logical, constructivist, gender sensitive and age-appropriate. The activities are clear, concise and accurate without being over-simplified, and are presented in a way that is consistent with the spirit of the ISTE Standards for Students. The depth and complexity of knowledge and skills addressed as well as the learning strategies employed are appropriate to the age/grade levels of the students.

Given the breadth, depth, accuracy, and quality of the materials, the pedagogical strategies employed, and their value in building skills that are foundational to acquiring proficiency in the ISTE Standards for Students, the *Digital Kids/Digital Teens* curriculum is recommended for a Readiness Seal of Alignment.