Alaska Digital Literacy

Grades 6-12

Empowered Learning	1	Students articulate personal learning goals, select and manage appropriate technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals. 6-12.EL.1
	2	Students identify and develop online networks within school policy, and customize their learning environments in ways that support their learning, in collaboration with an educator. 6-12.EL.2
	3	Students actively seek performance feedback from people, including teachers, and from functionalities embedded in digital tools to improve their learning process, and they select technology to demonstrate their learning in a variety of ways. 6-12.EL.3
	4	Students are able to navigate a variety of technologies and transfer their knowledge and skills to learn how to use new technologies. 6-12.EL.4
Digital Citizenship	1	Students manage their digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable. 6-12.DC.1
	2	Students demonstrate and advocate for positive, safe, legal and ethical habits when using technology and when interacting with others online. 6-12.DC.2
	3	Students demonstrate and advocate for an understanding of intellectual property with both print and digital media— including copyright, permission and fair use— by creating a variety of media products that include appropriate citation and attribution elements. 6-12.DC.3
	4	Students demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, HTTPS, password, cookies and computer viruses; they also understand the limitations of data management and how data-collection technologies work. 6-12.DC.4
Knowledge Construction	1	Students demonstrate and practice the ability to effectively utilize research strategies to locate appropriate digital resources in support of their learning. 6-12.KC.1
	2	tudents practice and demonstrate the ability to evaluate resources for accuracy, erspective, credibility and relevance. 6-12.KC.2

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	3	**Students locate and collect resources from a variety of sources and organize assets into collections for a wide range of projects and purposes.** 6-12.KC.3
	4	**Students explore real-world issues and problems and actively pursue an understanding of them and solutions for them.** 6-12.KC.4
Innovative Design	1	**Students engage in a design process and employ it to generate ideas, create innovative products or solve authentic problems.** 6-12.ID.1
	2	**Students select and use digital tools to support a design process and expand their understanding to identify constraints and trade-offs and to weigh risks.** 6-12.ID.2
	3	**Students engage in a design process to develop, test and revise prototypes, embracing the cyclical process of trial and error and understanding problems or setbacks as potential opportunities for improvement.** 6-12.ID.3
	4	**Students demonstrate an ability to persevere and handle greater ambiguity as they work to solve open-ended problems.** 6-12.ID.4
Computational Thinking	1	**Students practice defining problems to solve by computing for data analysis, modeling or algorithmic thinking.** 6-12.CT.1
	2	**Students find or organize data and use technology to analyze and represent it to solve problems and make decisions.** 6-12.CT.2
	3	**Students break problems into component parts, identify key pieces and use that information to problem solve.** 6-12.CT.3
	4	**Students demonstrate an understanding of how automation works and use algorithmic thinking to design and automate solutions.** 6-12.CT.4
Creative Communication	1	**Students select appropriate platforms and tools to create, share and communicate their work effectively.** 6-12.CC.1
	2	**Students create original works or responsibly repurpose other digital resources into new creative works.** 6-12.CC.2
	3	**Students communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc.** 6-12.CC.3
	4	**Students publish or present content designed for specific audiences and select platforms that will effectively convey their ideas to those audiences** 6-12.CC.4
Global Collaboration	1	**Students use digital tools to interact with others to develop a richer understanding of different perspectives and cultures.** 6-12.GC.1

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tudents use collaborative technologies to connect with others, including peers, xperts and community members, to learn about issues and problems or to gain

broader perspective. 6-12.GC.2

3 **Students determine their role on a team to meet goals, based on their knowledge of technology and content, as well as personal preference.** 6-12.GC.3

4 **Students select collaborative technologies and use them to work with others to investigate and develop solutions related to local and global issues.** 6-12.GC.4