

Educational Technology Standards: Technology Literacy and Fluency

The initial Educational Technology Standards developed by the Office of Superintendent of Public Instruction in 2007-08 defined technology literacy and its next level of skill development, technological fluency, in this way:

Technology Literacy is the ability to responsibly, creatively and effectively use appropriate technology to:

- Communicate.
- Access, collect, manage, integrate and evaluate information.
- Solve problems and create solutions
- Build and share knowledge.
- Improve and enhance learning in all subject areas and experiences.

Technology Fluency is demonstrated when students:

- Apply technology to real-world experiences.
- Adapt to changing technologies.
- Modify current and create new technologies.
- Personalize technology to meet personal needs, interests and learning style.

2018 Educational Technology Standards Update

Starting with these definitions, teams of educators from across the state assisted OSPI in updating the Educational Technology Standards during 2017-18 by (see Appendix A for the list of 50+ educators that participated in the process). Two goals framed the development work that led to these updated standards:

- Integrate technology across core curricula, and provide realistic examples connected to other content standards whenever possible.
- Determine what students should know and be able to do in a digital world.

After extensive review and discussion, the development team recommended that Washington should adopt the 2016 Technology Standards for Students released by the International Society for Technology in Education (ISTE). These standards emphasize the ways that technology can be used to amplify and even transform learning and teaching, and resonate with our state's aspiration to empower connected learners in a connected world. In addition, they complement statewide efforts to enhance instruction in digital citizenship (ISTE Standard 2) and media literacy (ISTE Standards 1 and 3), as defined below:

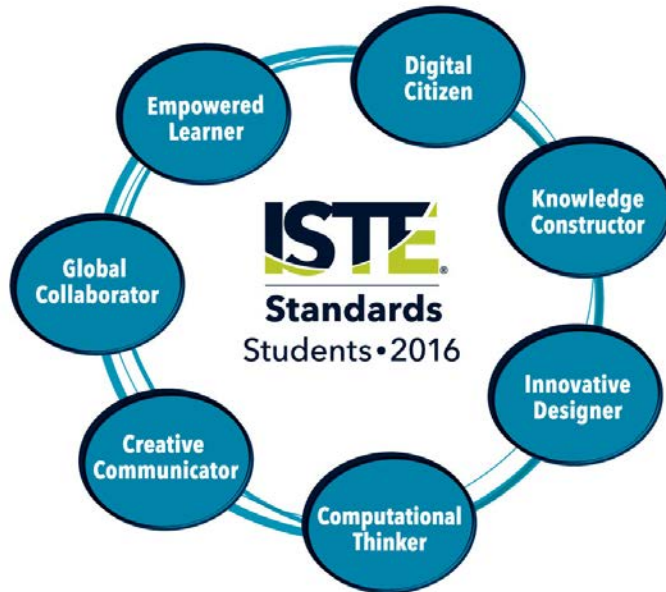
Digital citizens recognize and value the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they engage in safe, legal and ethical behaviors¹.

Media literacy is the ability to access, analyze, evaluate, create and act using a variety of forms of communication².

¹ Adapted from the 2016 International Society for Technology in Education (ISTE) Standards for Students

² Definition from the National Association for Media Literacy Education

2018 Standards for Technology Literate & Fluent Students (Based upon 2016 ISTE Student Standards)



1. **Empowered Learner** - Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

2. **Digital Citizen** - Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

3. **Knowledge Constructor** - Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

4. **Innovative Designer** - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

5. **Computational Thinker** - Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

6. **Creative Communicator** - Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

7. **Global Collaborator** - Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.