



Learning Upgrade® Digital Literacy Alignment

ISTE Standards for Students Version: April 2020

Standard	Description	Digital Literacy Lessons
Strand 1: Empowered Learner		
1a	Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.	Course Format: lesson achievement, repetition to mastery, certificate achievement
1b	Students build networks and customize their learning environments in ways that support the learning process.	37 Collaboration 38 Online Relationships
1c	Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	Course format: viewing lesson scores, repetition to mastery, earning certificates Bronze, Silver, Gold
1d	Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	1 Internet Basics 2 Computer Basics 3 Phone Basics 4 Network Basics 54 Artificial Intelligence 55 Virtual Reality 56 Voice Assistants
Strand 2: Digital Citizen		
2a	Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	35 Digital Identity
2b	Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.	36 Net Etiquette 38 Online Relationships 39 Device Protection 40 Content Protection 41 Passwords 42 Online Scams 43 Dealing with Strangers 44 Health Protection 45 Cyber Bullying
2c	Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.	26 Copyright Fair Use
2d	Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.	46 Protect Personal Information 47 Privacy Laws



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Standard	Description	Digital Literacy Lessons
Strand 3: Knowledge Constructor		
3a	Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.	6 Search Browse 14 Filtering
3b	Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.	7 Trust Validity
3c	Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.	9 Content Types 11 Data Storage 12 Data Organization 13 Files Types
3d	Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	48 Advocacy 49 Engagement
Strand 4: Innovative Designer		
4a	Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.	23 Design Process
4b	Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	17 Photo Creation 18 Graphic Creation 20 Audio Creation 21 Video Creation 22 Game Creation 23 Design Process 24 Coding Programming
4c	Students develop, test and refine prototypes as part of a cyclical design process.	22 Game Creation 23 Design Process 24 Coding Programming
4d	Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	



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Strand 5: Computational Thinker		
5a	Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.	* Math 6: 51 to 58 Data Analysis * Math 7: 48 to 53 Data Analysis * Math 8: 54 to 38 Models, Data
5b	Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.	* Math 6: 51 to 58 Data Analysis * Math 7: 48 to 53 Data Analysis * Math 8: 54 to 38 Models, Data
5c	Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.	* Math 6: 59 Performance * Math 8: 59 Performance
5d	Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	52 Digital Economy 54 Artificial Intelligence
Strand 6: Creative Communicator		
6a	Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	28 Email 29 Text Message 30 Direct Message 31 Social Media Post 32 Hashtags and Handles 33 Chat Rooms 34 Video Conference
6b	Students create original works or responsibly repurpose or remix digital resources into new creations.	17 Photo Creation 18 Graphic Creation 19 Documents 20 Audio Creation 21 Video Creation
6c	Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.	* Math 6,7,8
6d	Students publish or present content that customizes the message and medium for their intended audiences.	36 Net Etiquette 38 Online Relationships

* These standards are covered in the separate Math 6, 7, and 8 courses included with Learning Upgrade



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Strand 7: Global Collaborator		
7a	Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.	50 Social Awareness 53 Global Citizenship
7b	Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	8 Cloud vs Local 10 Share vs Send 34 Video Conference 37 Collaboration
7c	Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.	37 Collaboration
7d	Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.	48 Advocacy 49 Engagement 50 Social Awareness 51 News Sources 53 Global Citizenship