

The cover is decorated with several thick, curved lines in shades of blue and green, sweeping across the top and bottom corners. The lines are layered, creating a sense of depth and movement.

ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

Google

Applied Digital Skills

February 2021

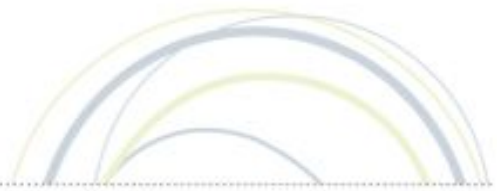
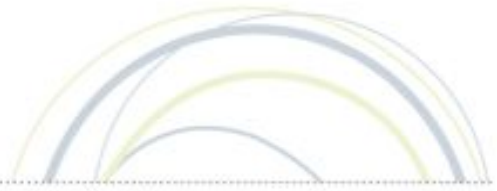


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ABOUT

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.

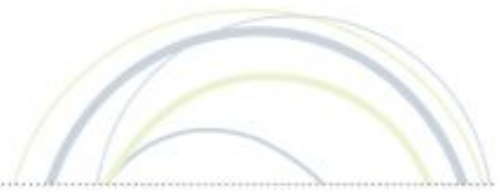
ISTE SEAL OF ALIGNMENT

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

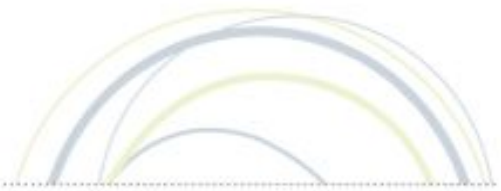
WHAT IS GOOGLE APPLIED DIGITAL SKILLS?

Google's Applied Digital Skills platform is a free project-based online video curriculum that teaches practical digital skills for real-life application. A comprehensive collection of video-based lessons provide 7th - 12th grade students with the foundational practice in Google educational tools and apps. The offerings continue to scaffold the activities to facilitate the learner opportunities to apply the tools in authentic tasks. The project-based curriculum gives students meaningful challenges to help them solve real-world problems.

HOW IS GOOGLE APPLIED DIGITAL SKILLS IMPLEMENTED?

The Applied Digital Skills platform is flexible and adaptable to a teacher's own learning plan. Each module includes teachers' guides and support files and templates. It connects seamlessly with Google Classroom allowing teachers to monitor progress. Modules can be delivered in any order allowing teachers a just-in-time resource to support student learning and collaborating.

Most projects are easily adaptable, and teachers can adjust them to fit any subject area or learning objective. Students may continue to work at their own pace receiving additional practice or review as needed.



ISTE SEAL OF ALIGNMENT REVIEW

Product: Applied Digital Skills

Organization: Google

Date of Award: February 2021

REVIEW METHODOLOGY

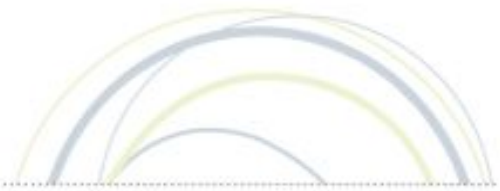
ISTE Seal of Alignment reviews are conducted by a panel of education and instructional experts. Reviewers use data collected both separately and collectively to determine how a solution addresses specific elements described in each of the indicators of the ISTE Standards. Special instruments are used 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.

During the review process for Google, reviewers:

- Collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Standards at either a foundational or applied level
- 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.

SCOPE OF REVIEW

Applied Digital Skills was reviewed for alignment against the ISTE Standards for Students. ISTE reviewers examined 50 representative modules selected by the Google Applied Digital Skills team. The 50 modules represent hundreds of videos and project activities. Please see the Appendix for the complete list of modules included in the Review.



REVIEW FINDINGS

The ISTE Standards can be aligned at the following levels:

- Foundational - Resources and activities aligned at the *foundational* level primarily focus on skills and knowledge that facilitate skill acquisition to eventually meet ISTE Standard indicators.
- Applied – Resources and activities aligned at the *applied* level primarily focus on practical, real-world, and/or relevant opportunities to practice the skills and knowledge learned in the curriculum.

Google Applied Digital Skills was found to align to the ISTE Standards for Students in the following areas:

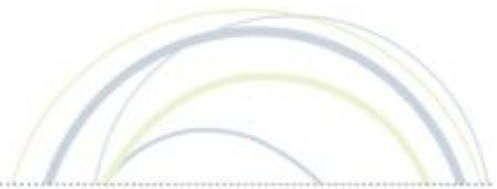
ISTE STANDARDS FOR STUDENTS							
	Standard 1 Empowered Learner	Standard 2 Digital Citizen	Standard 3 Knowledge Constructor	Standard 4 Collaborator	Standard 5 Innovative Designer	Standard 6 Computational Thinker	Standard 7 Creative Communicator
Indicator A							
Indicator B							
Indicator C							
Indicator D							



Foundational resources and activities focus primarily on knowledge that facilitates skills acquisition to eventually meet ISTE Standards indicators.



Applied resources and activities focus primarily on practical, real-world and/or relevant opportunities to practice the skills and knowledge learned in the curriculum.

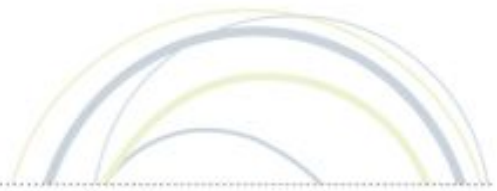


Google Applied Digital Skills was found to address the ISTE Standards for Students in the following ways:

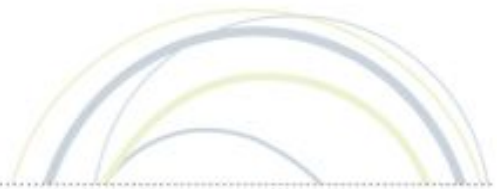
ISTE STANDARD	FOUNDATIONAL FINDING STATEMENT	APPLIED FINDING STATEMENT
<p>1. Empowered Learner. Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.</p>		
<p>1.a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.</p>	<p>Multiple modules introduce tools with strategies to help students stay on track to success.</p>	<p>Multiple modules have students set a learning target, then provide them an opportunity to assess their progress.</p>
<p>1.b. Build networks and customize their learning environments in ways that support the learning process.</p>	<p>Students participate in a number of collaborative styles and peer support activities. They are also introduced to badging as a strategy for monitoring progress and a way to support peers.</p>	<p>Students are presented with a number of options to personalize their learning through choice of learning pathways and consistently are able to gather feedback and support from peers.</p>
<p>1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p>	<p>Google collaboration tools are used as a powerful strategy throughout to provide practice for students in using the various Google apps.</p>	<p>Google tools are embedded throughout the higher level projects to facilitate collaboration.</p>
<p>1.d. 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.</p>	<p>All of the apps and tools are introduced through guided practice that includes problem solving within the application.</p>	<p>Google apps and tools are used in all of the project activities with students being able to select the appropriate format or tool for their learning target.</p>



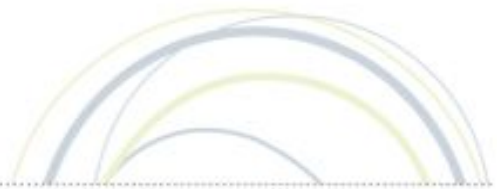
<p>2. Digital Citizen. Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.</p>		
<p>2.a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.</p>		<p>Students are guided in the creation of a blog that integrates and applies the topics of personal data and permanence.</p>
<p>2.b. Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.</p>	<p>Positive behaviors are modeled in the collaboration apps including what is appropriate to share.</p>	<p>Specific modules deal with validity of websites and online scams to empower students to protect their online interactions.</p>
<p>2.c. Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.</p>	<p>Citation tools are embedded into research activities.</p>	<p>Research projects include practice in locating and identifying sources.</p>
<p>2.d. Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.</p>	<p>Password strategies and online data collection trackers and cookies are referenced in all appropriate areas.</p>	<p>Social media practices regarding what to and what not to post are reinforced in multiple modules.</p>
<p>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.</p>		
<p>3.a. Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.</p>	<p>Students are guided through keyword searches to learn refining strategies.</p>	<p>Multiple modules direct students to research and locate appropriate sources.</p>



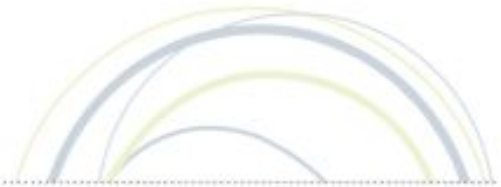
<p>3.b. Evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.</p>	<p>Students are guided through the evaluation and identification of credibility and bias.</p>	<p>Students conduct a deep evaluation of websites on cyberbullying.</p>
<p>3.c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.</p>	<p>Students engage in a number of projects to practice the curation of artifacts for a variety of purposes.</p>	<p>Students practice event planning and project management using a combination of tools and management strategies.</p>
<p>3.d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.</p>	<p>Students explore various issues such as cyberbullying, community service, time management, and budgeting.</p>	<p>Most projects are aligned to a real-world issue or a problem of interest to an adolescent learner.</p>
<p>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.</p>		
<p>4.a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.</p>	<p>Students explore a variety of tools to plan and manage a design process.</p>	<p>Multiple projects address the design process in addressing challenges or problems.</p>
<p>4.b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.</p>	<p>Project planning is explored in a variety of contexts with the appropriate tools used for effective management.</p>	<p>Multiple projects in a variety of media (websites, event planning, creating art) are explored using digital tools to manage and identify constraints and risks.</p>
<p>4.c. Develop, test and refine prototypes as part of a cyclical design process.</p>	<p>Students are given specific tools (i.e. html code) that can be used in specific revisions.</p>	<p>Students create, review, and refine a variety of prototypes related to their project goal.</p>



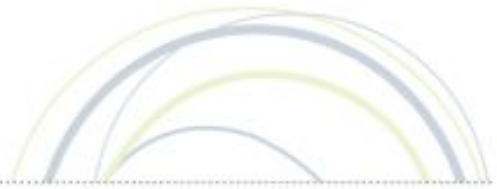
<p>4.d. Exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.</p>	<p>Students are encouraged to use critical thinking to evaluate and solve problems.</p>	<p>Open-ended projects empower students to personalize their final goal to be meaningful and relevant to them.</p>
<p>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.</p>		
<p>5.a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.</p>	<p>Tools are used to practice problem-solving and create visualization models to predict outcomes.</p>	<p>Multi-layered projects require students to develop and manage models with unknown outcomes such as event planning and budgeting.</p>
<p>5.b. 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.</p>	<p>Tools are presented within a variety of strategies to gather and analyze data.</p>	<p>Many projects include data collection and analysis as part of the design process. Data is collected and analyzed as appropriate to the project.</p>
<p>5.c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.</p>	<p>Modules are presented as a series of steps building on the previous work modeling how to break up problems into parts.</p>	<p>Complex challenges form the guiding question for many projects, requiring students to extract key information and create description models to solve a problem.</p>
<p>5.d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.</p>	<p>Introduced through embedded tools such as conditional formatting and writing api scripts, automation is presented in a number of contexts.</p>	<p>Students are given multiple opportunities to embed coding, triggers, or other scripts to enable automotive reactions or solutions.</p>
<p>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.</p>		



6.a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	Google apps are used to meet a variety of objectives with regards to communicating ideas.	Students are able to select the app they believe is appropriate to their desired message.
6.b. Create original works or responsibly repurpose or remix digital resources into new creations.	Multiple examples of remixing (memes, etc) are presented to provide students with ideas for using apps together.	Multiple projects result in the creation of original works, or remixed in a variety of media formats.
6.c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.	Presentation tools and apps are practiced in the context of real-world projects.	The projects presented in the modules challenge the students to communicate complex ideas in a number of ways using the tools available.
6.d. Publish or present content that customizes the message and medium for their intended audiences.	Through a number of activities that result in the creation of multiple media formats, the content and word choice is addressed.	As a collaborative suite, in publishing and presenting information students are directed to gather feedback from peers and refine the message if needed.
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.		
7.a. 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.	Group brainstorming strategies facilitate consensus building.	Brainstorming strategies are used in a number of group projects.
7.b. Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	Students practice sharing documents, providing feedback, and engaging community members.	The collaboration apps and tools available in the Google platform are seamlessly integrated into all lessons/activities as a central component.



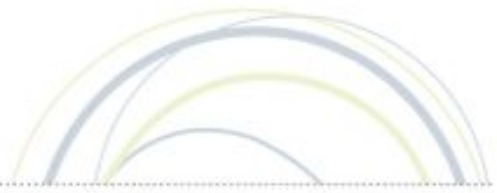
<p>7.c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.</p>	<p>Students are given practice in writing email, and using calendaring tools to engage stakeholders on shared projects.</p>	<p>Project planning includes the use and integration of multiple apps to facilitate communication between project team members.</p>
<p>7.d. Explore local and global issues and use collaborative technologies to work with others to investigate solutions.</p>	<p>Students explore local issues and brainstorm with peers to troubleshoot solutions.</p>	<p>All of the project activities are grounded in local and global issues, from problem solving issues in the world and local community, to peer collaboration on resume writing and college/job searching.</p>



CONCLUSION

The Applied Digital Skills curriculum was found to be an impressive resource that provides an effective learning experience for students. The 50 modules identified were found to align to all ISTE Standards for Students indicators at the Applied level. Most indicators are introduced and practiced at the Foundational level and then offer further practice at the Applied level.

The projects are engaging, relevant, and connected to real-world challenges using the critical Google tools found in classrooms everywhere. The expanded units address critical college-and-career standards and include extension projects that provide students with choice and flexibility in personalizing their learning. Units can be adapted as needed for the learning target and promotes problem solving, creative thinking, and meaningful application of technology in substantive tasks. Skills addressed in the projects will serve students well in school and beyond, and the curriculum is accompanied by ample support for teachers to be able to implement the curriculum effectively within their classrooms.



APPENDIX

The following modules were included in the review of Google Applied Digital Skills:

1. Design a Poster About You
2. Use Drive to Organize Files
3. Create a Presentation "All About a Topic"
4. Organize Your Time with a Digital Agenda
5. Make Art with Google Sheets
6. Understand Your Digital Footprint
7. Create a Study Schedule to Meet Your Goals
8. Annotate Text in Google Docs
9. Track Due Dates and Tasks in Gmail
10. Evaluate Credibility of Online Sources
11. Write an If-Then Adventure Story
12. Create a Meme with Google Drawings
13. Create a Resume in Google Docs
14. Create a Guessing Game
15. Plan Your Community Service Project
16. Design a Website to Promote a Project
17. Schedule Project Tasks in Google Sheets
18. Manage Project Communication
19. Make a Promotional Flyer
20. Write a Press Release
21. Share Community Service Project Results
22. Build Healthy Digital Habits
23. Create a Responsible Blog
24. Avoid Online Scams
25. Identify Cyberbullying
26. Create and Safeguard Passwords
27. Research and Develop a Topic
28. Plan and Budget
29. Search for a Part-Time or Summer Job
30. Brainstorm Ideas in a Group
31. Explore a Topic: Technology, Ethics, and Security
32. Explore a Topic: Technology at Work
33. Explore a Topic: Innovators
34. Create an Editing Tool with Programming
35. Research Career Paths
36. Create a Vision Board
37. Pick the Next Box Office Hit
38. Argue a Position on a Public Policy Issue
39. Design an Infographic in Google Drawings
40. Revise and Edit a Piece of Writing
41. Design and Share a Digital Badge
42. Present Your Ideas for Classroom Expectations
43. Organize a Club with Google Sheets
44. Make Art Inspired by Frida Kahlo and Mexico
45. Explore the History of Humankind in Kenya
46. Make Your Own Space Shuttle Adventure
47. Organize College Information in Google Sheets
48. Plan and Promote an Event
49. Build a Portfolio with Google Sites
50. Explore a Topic: Equal Access to Technology