



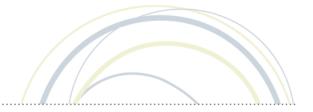
# ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

Soar Values

**APRIL 2019** 







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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 nourish 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 SOAR VALUES?

Soar Values is an elementary school program that focuses on social, emotional and characterbuilding life skills amongst students. It is a teacher-led, whole-class curriculum with four "Learning Paths." These learning paths are:

- 1. **The Right Beginning** foundational values of integrity, conscientiousness, confidence and curiosity amongst primary school children.
- 2. **Together in Harmony** values of harmonious living in society, including being sensitive towards self, others and the world at large; positive thoughts and actions; empathy and compassion towards human beings and animals alike and giving back to the less privileged in society.
- 3. Worthy Actions values and character traits which lead to successful living. The values and traits include courage, resilience, discipline, persistence and ambition.
- 4. **Safely Online** This module focuses on helping primary school children leverage, navigate and stay safe in an online world. It helps children identify their role as an internet user; outlines the various ways in which they can take advantage of facilities online and, at the same time, safeguard themselves online and become responsible digital citizens.

#### HOW IS SOAR VALUES IMPLEMENTED?

The first three Learning Paths consist of ten 40-minute lessons. The Safely Online Learning Path includes fifteen 40-minute lessons. All lessons follow the same format and include:

- 1. A story delivered via computer that presents a scenario relevant to the skills that are the focus of that lesson
- 2. Reflection/Discussion questions based on the story
- 3. A game that reinforces some aspect of the lesson. (Games are whole-class and offline.)
- 4. A hands-on activity that lets students creatively express or represent their understanding of the lesson's focus.
- 5. A quiz delivered via computer to the whole class or teams in a competitive environment that celebrates everyone's participation.

The system keeps track of progress through the different modules, serving as a bookmark to enable teachers to find where they left off in a previous session. After a lesson, teachers upload evidence of student learning to document that the lesson was taught effectively.



# ISTE SEAL OF ALIGNMENT REVIEW

**Product:** Soar Values **Organization:** GEMS Skills Limited (Arc Skills) **Date of Award:** April 2019

#### **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 Soar Values, reviewers:

- collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Educators 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.

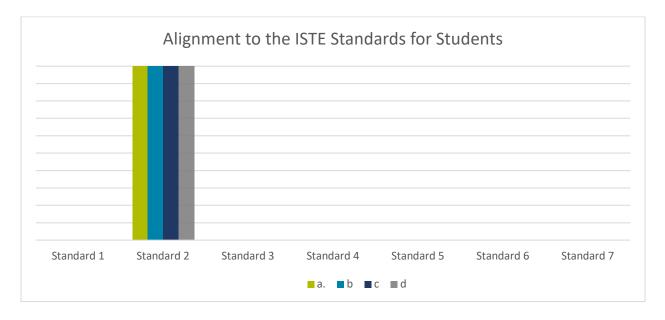
#### **SCOPE OF REVIEW**

Soar Values was reviewed for alignment against the ISTE Standards for Students. ISTE reviewers examined all four Learning Paths but concentrated the bulk of the review on the Safely Online Learning Path.



#### **REVIEW FINDINGS**

Soar Values was found to address the following standards and indicators of the ISTE Standards for Students:



Soar Values addresses the ISTE Standards for Students in the following ways:

• 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.

ISTE Standard	Foundational Finding Statement
2. Digital Citizen	
2.a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	Students learn that everything they do online is permanent and leaves a trail that can be traced back to them. They also learn that everything they post online helps create an impression on others that becomes their online identity. They are given numerous tips and suggestions for how to participate positively online.



2.b. Engage in positive, safe, legal	Students learn warning signs of unsafe websites
and ethical behavior when using	(and how to respond to them), rules for online
technology, including social	etiquette, the ugliness of cyberbullying, and the
interactions online or when using	principles of seeing the Internet as a shared
networked devices.	resource and maintaining civility on it a shared
	responsibility.
2.c. Demonstrate an understanding	Students learn about copyright law, the seriousness
of and respect for the rights and	of plagiarism, and the reality that things they find
obligations of using and sharing	online belong to someone else and aren't
intellectual property.	automatically free to use, share, or claim as their
	own.
2.d. Manage their personal data to	Students learn about personal information that is
maintain digital privacy and	safe to share and information that should be kept
security and are aware of data-	private. They learn to make strong passwords and
collection technology used to track	to not share them with anyone.
their navigation online.	

### **CONCLUSION**

Within the Soar Values program, the Safely Online learning path is an effective, broad, foundation-building introduction to Digital Citizenship for younger elementary students. The program is well laid-out, complete, easy to use, and filled with tips and information that are appealing, appropriate and useful for the target audience. It approaches topics such as harmful websites and the presence of dangerous individuals online without being frightening or melodramatic. And it supports lighter topics, such as online etiquette, with examples and games that will engage and delight a younger audience. Because of its focus on elementary students, it lacks much of the detail and nuance of a Digital Citizenship curriculum that was designed for middle and high school students, but, when led by a knowledgeable teacher in a class of elementary students, the curriculum will lay a solid, accurate, helpful foundation that can be readily expanded and elaborated on as students mature.