ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

IBEC Computer Learning Kids

DECEMBER 2020

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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 COMPUTER LEARNING KIDS?

Computer Learning Kids (CLK) is an online curriculum, currently offered in Spanish and soon to be available in English and Portuguese, designed to help students aged 5-12 understand computer functions, utilize the internet and navigate computer programs such as Windows, Paint, WordPad, and Microsoft Office (Word, Excel, and PowerPoint). The program is designed to assist students in understanding computer functions, utilizing the internet safely and navigating computer programs (such as Windows, Paint, Wordpad, Microsoft Office (Word, Excel, Powerpoint). In addition to the online curriculum, CLK offers an Assessment platform to assess student's digital skills.

In addition to Microsoft Windows based tools, Computer Learning Kids provides tutorials and learning activities for online tools within Google Drive (*Classroom, Docs, Drawings, Keep, Sheets, Slides*) Canva, Tinkercad and Scratch. Students are also guided in how to use social media platforms (*Facebook, Instagram, Twitter, Pinterest*) responsibly and understand their role as digital citizens when curating their own projects. Unit objectives are provided for each Computer Learning Kids Unit and in addition, a progress checker allows students to individually view their progress within each unit, to understand what has been completed and what remains.

Students gain knowledge about a variety of digital technologies through the program and then demonstrate mastery of knowledge through three different certification exams (Computing Fundamentals, Key Applications & Living Online). They also have the opportunity to engage in games to practice vocabulary and other pertinent concepts related to the computer, software programs and living online. Each module has both partial and full course exams, allowing for the students to self-pace and assess the comprehension of their skills at different points within the online curriculum.

Using the Global Digital Literacy Council standards, the Computer Learning Kids (CLK) online program addresses the need to provide access for students to acquire digital skills when using a computer and the internet. Computer Learning Kids is an online platform with learning modules: CLK 1, CLK 2, CLK 3, CLK 4, CLK 5, CLK 6 and CLK 7 created for students between ages 5-12. In each multimedia-rich module, students are able to navigate and learn about how to use a computer, computer software programs and online tools. Students earn a certification on each level in the Assessment Resources platform which focuses exclusively on measuring the level of knowledge a student has in digital competences according to the international standard of ISTE for students.

HOW IS COMPUTER LEARNING KIDS IMPLEMENTED?

In each of the seven multimedia-rich modules of CLK, students are able to navigate and learn about how to use a computer, computer software programs and online tools. The training platform includes components such as eBooks, virtual tutors, games and assessments.

This resource allows students to gain foundational knowledge about technology and then practice through application-based online exams provided within each unit of study

The eBook contains detailed information about each learning tool while the Video Tutorials provide step by step navigation for individual students to learn “where to click” when using different digital tools. This provides individual accountability and demonstration of knowledge for each of the different programs.

Feedback for the learner is provided within the guided tutorials and once exams are submitted, through scores earned.

Computer Learning Kids allows students to gain foundational knowledge about a variety of technology tools and then practice their skills through application-based online tutorials, games and exams provided within each unit of study. Feedback for the learner is provided within the guided tutorials and once exams are submitted through scores earned.

The concurrent Assessment Platform offered by CLK measures the level of knowledge a student has in digital competences according to the international standard of ISTE for students, which produces a certification exam for each level.

ISTE SEAL OF ALIGNMENT REVIEW

Product: Computer Learning Kids
Organization: IBEC Latam
Date of Award: December 2020

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 Computer Learning Kids, 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

Computer Learning Kids was reviewed for alignment against the ISTE Standards for Students. ISTE reviewers examined each module's e-book, interactive & guided computer-based tutorials, viewed demonstration videos, participated in online games, and submitted both partial and full exams online.

The following platforms and resources were included during the review:

- Student Resources
    - Ebook
    - Video Tutorial
    - Partial Test
    - ExamTaker
    - Progress bar
- Assessment Resources
    - Certification exam for each level

REVIEW FINDINGS

Computer Learning Kids (Student and Assessment Resources) was found to address the following standards and indicators of the ISTE Standards for Students:

ISTE Standards for Students							
	Standard 1 **Empowered Learner**	Standard 2 **Digital Citizen**	Standard 3 **Knowledge Constructor**	Standard 4 **Innovative Designer**	Standard 5 **Computational Thinker**	Standard 6 **Creative Communicator**	Standard 7 **Global Collaborator**
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.

Computer Learning Kids 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
1. Empowered Learner	
1.b. Build networks and customize their learning environments in ways that support the learning process.	Students are able to view their progress within the progress checker portion of their individual learning portal. By doing so, students are able to view what they have accomplished and what remains within each unit of study.
1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	Students demonstrate their learning of the different aspects related to using a computer, software programs, and online tools through the CLK assessment program. Within each learning module (CLK 1-7), students are able to seek and receive immediate feedback throughout each of the video tutorials and online exams. This feedback enables students to better understand the tools and prepares them to complete tasks independently through follow-up activities in the E-Book.
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.	The CLK modules, specifically the E-Book component, provide fundamental concepts & information related to using a computer, MS Office programs and navigating the internet. There are several activities within the E-Book that can enable transfer of knowledge and application of skills learned.
2. Digital Citizen	
2.b. Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.	In the E-Book, Video Tutorials and Exams, students demonstrate their knowledge of personal safety and security when using the internet through different tasks posed. For example, in the “La ciudadanía digital” Living Online exam, students are assessed on how to remain safe online and the dangers of plagiarism. Suggestions are also provided in protecting one’s identity, use of social media and plagiarism.
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.	Students are provided with numerous opportunities to learn about how to protect their personal data and manage their digital privacy through the CLK modules. Through the E-Book and video tutorials, students (and parents) are made aware of the dangers of online navigation and how to best protect themselves. As an example, within module

	CLK 7, students are provided with detailed information on how to protect one's self on social media and block followers.
3. Knowledge Constructor	
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.	Each E-Book within CLK 1-7 provides an in-depth overview of Microsoft Office software programs and their use. Students are presented with a variety of options such as Microsoft Word, Microsoft PowerPoint and/or Microsoft Excel to select the best tool for a future digital creation.
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.	
6.a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	Throughout the different CLK Units of Study, students are provided with information related to all of the available choices to digitally curate. Depending on what they are tasked to do, they have a depth of foundational knowledge of appropriate tools. For example, students gain knowledge on both MS PowerPoint and Google Slides. Depending on the project or task given, they have foundational skills in each to choose appropriately which tool would best serve their curation purposes.
7. Global Collaborator	
7.b. Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	Students learn how to use Facebook, Twitter, Instagram and/or Skype to connect and communicate with others from around the world.

CONCLUSION

Computer Learning Kids (CLK) provides an abundance of opportunities for students to learn how to use a computer, navigate the internet, use online communication tools, and to learn basic computer software programs within the Microsoft Office suite.

The E-Book contains detailed information about each learning tool while the Video Tutorials provide step by step navigation for individual students to learn “where to click” when using different digital tools. This provides individual accountability and demonstration of knowledge for each of the different programs. Each of the tools available for students within each learning module are both easy to use and navigate. Students also have the opportunity to engage in “games” to practice vocabulary and other pertinent concepts related to the computer, software programs and living online. Students can also access their individual progress through the “progress checker”. Each module has both partial and full course exams, allowing for the students to self-pace and assess the comprehension of their skills at different points within the online curriculum. Additionally, the Assessment resources provide opportunities for students to gauge and examine their knowledge of the skills learned in the Student resource curriculums, and provides a certification exam at each level.

Each module is age-appropriate and visually appealing for young learners. Each of the tools available for students within each learning module are both easy to use and navigate. Overall, this program provides students with a strong foundation to develop the skills and learn to use tools that will help students be successful in a digital aged world.