

**STATE OF SOUTH CAROLINA
DEPARTMENT OF EDUCATION**

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STATE SUPERINTENDENT OF EDUCATION



**South Carolina Adult Education
Digital Literacy Standards**

Pursuant to the Workforce Innovation and Opportunity Act. Pub. L. 113-128, Title II, §201, July 22, 2014, 128 Stat. 1608

June 2018

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Acknowledgements

The South Carolina Adult Education Digital Literacy Standards Development and Review Committee consisted of the Adult Education practitioners who have led Digital Literacy implementation efforts in the field through professional development, technical assistance, and support.

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Introduction

The Workforce Innovation and Opportunity Act (WIOA) defines “workforce preparation activities” as one of the allowable activities for programs funded under WIOA Title II, which includes Adult Education. The legislation specifically names digital literacy as one of the programs, activities, or services that comprise workplace preparation. The definition used in the WIOA legislation references the Museum and Library Services Act of 2010, which defines digital literacy as “the skills associated with using technology to enable users to find, evaluate, organize, create, and communicate information.”¹ Digital literacy supports the expanded purpose of the Act, which includes “assist[ing] adults in attaining a secondary school diploma and in the transition to postsecondary education and training, including through career pathways.”²

The South Carolina Adult Education Digital Literacy Standards for National Reporting System (NRS) Levels 1–4 are the result of an alignment of the K–8 South Carolina Computer Science & Digital Literacy Standards with the Office of Career, Technical, and Adult Education (OCTAE) College and Career Readiness (CCR) Standards and NRS level descriptors. Like the South Carolina Adult Education Curriculum Framework, the South Carolina Adult Education Digital Literacy Standards are designed to ensure that students are prepared to enter and succeed in economically viable career opportunities and/or postsecondary education and ensuing careers.

In addition to meeting state and federal guidelines for Adult Education, the purpose of the South Carolina Adult Education Digital Literacy Standards is to provide educators with a framework that:

- is teacher- and student-friendly;
- is relevant to the goals and desired outcomes of the adult learner; and
- is a tool to assist educators in designing instruction for the digital age.

NRS Levels 5 & 6

For NRS Levels 5 and 6, the Development & Review committee unanimously supported adopting the [International Society for Technology in Education Standards](#) for Students. These standards provide a roadmap beyond the development of basic digital literacy skills, and guide both educators and students in the development of skills and knowledge they need to be successful in a digital environment that is constantly evolving.

¹ Pub. L. 111-340, 22 Dec. 2010.

² Pub. L. 113-128, July 2014, Title II, Sec. 202.

Field Validation

The Development and Review Committee solicited input from South Carolina adult educators in each of the four Technical Assistance Network (TAN) areas during Digital Literacy professional development activities. Participants were asked to review each standard and indicate if it was important and relevant for adult education students and to indicate if there were additional standards that should be considered. The Committee used this input from the field as well as a review of the OCTAE CCR Standards and NRS level descriptors to finalize and validate their work.

Organization and Format

Each level is divided into Key Concepts that organize the content into broad categories of related standards:

- Digital Literacy (DL)
- Computing Systems (CS)
- Networks and the Internet (NI)
- Data and Analysis (DA)
- Impact of Computing (IC).

Each Key Concept contains standards and indicators that define what students should understand and be able to do. Neither the order of Key Concepts nor the order of individual standards and indicators within a Key Concept is intended to prescribe an instructional sequence. For a comprehensive understanding, educators should always refer to the indicators and standards as they relate to each other.

Standards and indicators are coded using the method below.

GradeLevel.KeyConcept.StandardNumber.IndicatorNumber (e.g., K.CS.1.1)

SCCSDL	SC Adult Education Digital Literacy Standards ABE Level 1
Digital Literacy	
K.DL.1 1.DL.1	Use software applications to create an authentic product.
K.DL.2 1.DL.2	Learn the fundamentals of digital citizenship and appropriate use of digital media.
K.DL.3 1.DL.3	Exhibit responsibility when using connected computing devices.
K.DL.4 1.DL.4	With guidance and support, demonstrate effective keyboarding skills on a computing device to: (a) access information; (b) produce writing; (c) to communicate information; and (d) to interact and collaborate with others.
Networks and the Internet	
K.NI.1 1.NI.1	Discover that computing devices and the internet enable us to connect with other people, places, information, and ideas.
Data and Analysis	
K.DA.1 1.DA.1	Discover how data can be stored in and retrieved from multiple locations.
K.DA.4 1.DA.4	Understand how data can be used to make decisions.
Impact of Computing	
K.IC.2 1.IC.2	Discover how computing devices have affected the way people communicate.

SCCSDL	SC Adult Education Digital Literacy Standards ABE Level 2
Digital Literacy	
2.DL.1 3.DL.1	Use software applications to create an authentic product.
2.DL.2 3.DL.2	Learn the fundamentals of digital citizenship and appropriate use of digital media.
2.DL.3 3.DL.3	Exhibit responsibility when using connected computing devices.
2.DL.4 3.DL.4	With guidance and support, demonstrate effective keyboarding skills on a computing device to: (a) access information; (b) produce writing; (c) to communicate information; and (d) to interact and collaborate with others.
Computing Systems	
2.CS.1	Understand that computing devices are used to perform a variety of tasks and take many forms.
Networks and the Internet	
2.NI.1	Discover that computing devices and the internet enable us to connect with other people, places, information, and ideas.
Data and Analysis	
2.DA.1	Discover how data can be stored in and retrieved from multiple locations.
2.DA.4	Understand how data can be used to make decisions.
Impact of Computing	
2.IC.2	Discover how computing devices have affected the way people communicate.

SCCSDL	SC Adult Education Digital Literacy Standards ABE Level 3
Digital Literacy	
4.DL.1 5.DL.1	Use software applications to create an authentic product.
4.DL.2 5.DL.2	Demonstrate an awareness of fundamentals of digital citizenship.
4.DL.3 5.DL.3	Demonstrate responsibility when using connected computing devices.
4.DL.4 5.DL.4	Demonstrate effective use of computing devices to: (a) access information; (b) evaluate information; (c) produce writing; (d) to communicate information; and (e) to interact and collaborate with others.
Computing Systems	
4.CS.1 5.CS.1	Identify and analyze various components and functions of computing devices (e.g., tablets, laptops, and smartphones).
4.CS.3 5.CS.3	Apply troubleshooting strategies for identifying simple hardware and software problems that may occur during use.
Networks and the Internet	
4.NI.2 5.NI.2	Discover the advantages of internet applications.
Data and Analysis	
4.DA.1 5.DA.1	Identify various ways in which data is stored and represented.
4.DA.2 5.DA.2	Collect, arrange, and represent data.
4.DA.3 5.DA.3	Interpret and analyze data and information.
Impact of Computing	
4.IC.2 5.IC.2	Evaluate the relevance and appropriateness of electronic information sources.

SCCSDL	SC Adult Education Digital Literacy Standards ABE Level 4
Digital Literacy	
6.DL.1 7.DL.1 8.DL.1	Use software applications to collaborate and create authentic products.
6.DL.2 7.DL.2 8.DL.2	Understand risks and responsibilities of being a digital citizen.
6.DL.3 7.DL.3 8.DL.3	Understand issues associated with appropriate use of personal digital information.
6.DL.4 7.DL.4 8.DL.4	Demonstrate effective use of computing devices to: (a) access information; (b) evaluate information; (c) produce writing; (d) to communicate information; and (e) to interact and collaborate with others, and (f) to link to and cite sources.
Computing Systems	
6.CS.1 7.CS.1 8.CS.1	Analyze the use of computing to solve relevant problems.
6.CS.3 7.CS.3 8.CS.3	Apply troubleshooting strategies for identifying simple hardware and software problems that may occur during use.
Networks and the Internet	
6.NI.2 7.NI.2 8.NI.2	Identify methods to protect data, information, and computing devices across networks.
Data and Analysis	
6.DA.1 7.DA.1 8.DA.1	Evaluate the ways in which data is stored and represented.

SCCSDL	SC Adult Education Digital Literacy Standards ABE Level 4
6.DA.3 7.DA.3 8.DA.3	Analyze various ways to visually represent data.
Impact of Computing	
6.IC.3 7.IC.3 8.IC.3	Evaluate the tradeoffs in what and how information is shared digitally.
6.IC.4 7.IC.4 8.IC.4	Evaluate how legal and ethical issues shape computing practices.
7.IC.5 8.IC.5	Understand the importance of access and equity in computing.

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