



# Maryland Digital Learning Standards for Students

## 1. Empowered Learner

Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by research. Students:

- 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;
- b. build networks and customize their learning environments in ways that support the learning process;
- c. use technology to seek feedback to inform, improve and demonstrate learning in a variety of ways; and
- 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.

## 2. Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world safe, legal and ethical. Students:

- a. manage their digital identity being aware of the permanence of their actions in the digital world;
- b. engage in positive, safe, legal and ethical behavior when using technology and online social interactions;
- c. demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property; and
- d. manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their online presence.

## 3. Knowledge Constructor

Students curate (select and evaluate) a variety of digital resources to construct knowledge, produce creative artifacts to make meaningful learning experiences for themselves and others. Students:

- a. plan and employ effective research strategies to locate information and other resources;
- b. evaluate the accuracy, perspective, bias, credibility and relevance of information, media, data or other resources;
- c. curate (select and evaluate) information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions; and
- d. build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

#### **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. Students:

- a. know and use a design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems;
- b. select and use digital tools to plan and manage a design process that considers possible constraints and risks; and
- c. develop test and refine prototypes (models) as part of a cyclical design process.

#### **5. Computational Thinker**

Students develop processes and employ strategies for understanding and solving problems in ways that leverage the power of technology. Students:

- a. identify problems that can be solved using data analysis, abstract models and/or algorithmic thinking;
- 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;
- c. break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving; and
- d. understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

#### **6. Creative Communicator**

Students communicate clearly and express themselves creatively using the platforms, tools, styles, formats and digital media appropriate for their goals. Students:

- a. choose the appropriate approved platforms and tools for meeting the desired objectives of their creation and/or communication;
- b. create original works or responsibly repurpose or remix digital resources;
- c. communicate complex ideas clearly and effectively by creating or using a variety of digital content such as visualizations, models or simulations; and
- d. publish or present content that customizes the message and medium for their intended audiences.

#### **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. Students:

- 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;
- b. use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints;
- c. contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal; and
- d. explore local, state, regional, and global issues and use collaborative technologies to work with others to investigate solutions.