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 constrict 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.