

# APPENDIX I

## TECHNOLOGY OR DIGITAL LITERACY

*Digital literacy is the ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.* The American Library Association's digital-literacy task force

### **When students use digital literacy skills to build new knowledge, they**

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- Discern strengths and weaknesses of different search engines
- Navigate and evaluate multiple sources on the Internet
- Evaluate reliability and relevance of content from different websites, authors, and sources
- Exchange ideas within and across communities
- Synthesize input from multiple sources

### **When students use digital literacy skills to create and communicate content, they**

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- Consider digital media options such as PowerPoint, podcasts, online discussions, blogs, videos, and Twitter
- Determine the most effective platform to convey information by evaluating strengths and weaknesses
- Apply knowledge about appropriate and safe Internet behavior
- Develop fluency with features of the digital technology being used
- Experiment and take risks in an effort to determine the most effective way to convey content
- Make design decisions based on purpose and point of view of potential audience
- Represent ideas symbolically, including color, sound, and images to communicate or persuade
- Collaborate with others (online or in person) to exchange ideas and create a product
- Edit work and seek feedback about clarity, message, and impact

## Websites for Teaching Digital Literacy

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<http://fcit.usf.edu/matrix/digitaltools.php>

This website provides ideas for using various digital tools. It includes professional learning, evaluation tools, resources, and research. From The Technology Integration Matrix: A project of the Florida Center for Instructional Technology.

<http://reader.mediawiremobile.com/Corwin/issues/109391/viewer?page=1>

Corwin Connect provides videos, downloadable forms, books, and articles.

<http://www.learning.com/solutions/digital-literacy>

This website addresses how and what to teach this generation of digital natives to be successful in the classroom and afterwards. It includes apps, coding, online safety, and more.

<https://techboomers.com>

This resource supports teachers who feel overwhelmed by the influx of technology into schools and society. Resources, articles, tutorials, courses, and lessons are available for those who want to learn on their own.

<https://www.edutopia.org/article/digital-citizenship-resources>

Find articles, videos, and other resources on media and digital literacy.

## Professional Books for Teaching Digital Literacy Skills

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*Apps for Learning, Middle School: iPad, iPod Touch, iPhone* by Harry J. Dickens and Andrew Chinchos. Learn about some of the best apps for middle school classrooms, such as powerful language skill builders like Play2Learn and SpellBoard; NASA HD and Solar Walk, which take you on a trip across the galaxy; Book Creator to make your own unique digital books; and Drawing Pad to produce a work of art.

*Argument in the Real World: Teaching Adolescents to Read and Write Digital Texts* by Troy Hicks and Kristen Hawley Turner. Hicks and Turner share strategies on how to teach students the logic of argument using digital texts such as Twitter, Facebook, viral videos, Internet memes, blogs, and so forth.

*Creating Innovators: The Making of Young People Who Will Change the World* by Tony Wagner. Wagner explores how parents, teachers, and employers can help young people become innovative. He suggests we nurture creativity, spark imaginations, and teach students to learn from failure and persevere. Schools, colleges, and work places with innovative cultures are described.

*Creative Schools: The Grassroots Revolution That's Transforming Education* by Ken Robinson and Lou Aronica. These authors challenge us to rethink the nature and purpose of education. Robinson suggests we draw on technological and professional resources to face the challenges of the 21st century. Anecdotes, observations, and research are included to prompt thinking and possibly inspiration.

*Digital Storytelling in the Classroom: New Media Pathways to Literacy, Learning, and Creativity* (2nd ed.) by Jason Ohler. Teachers learn how to teach students to read, write, speak, and create art within the context of digital storytelling while reaching deeper understandings in all areas of the curriculum.

*Five Skills for the Global Learner: What Everyone Needs to Navigate the Digital World* by Mark Barnes. Readers learn about creating and sharing digital information, using social media, digital publishing, building a personal learning network, and using aggregators to create, maintain, and share content. This book includes tips and examples for using PLNs, Facebook, Twitter, Skype, YouTube, Jing, and other essential tools.

*Teaching in the Digital Age: Using the Internet to Increase Student Engagement and Understanding* by Kristen J. Nelson. Nelson helps teachers encourage active student involvement through Internet-based projects that focus on individual learning styles and problem solving. The author includes lesson plans, curriculum standards, and assessment rubrics.

*Worlds of Making: Best Practices for Establishing Makerspace for Your School* by Laura Fleming. Readers will find invaluable guidance for creating a vibrant Makerspace on any budget. Practical strategies and anecdotal examples help create an action plan.