

Frameworks, Definitions, and Standards

| Resources | Туре | Description |
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| Assessing Educators' Digital Competence | Framework | Framework for assessing educator-specific digital competencies. |
| Baltimore's Digital Equity Framework | Framework | Outlines a vision and core principles for achieving digital equity in Baltimore. Focused on broadband access, but vision includes expansion of digital skills training. |
| Basic Digital Competencies for Unemployed Citizens: Conceptual Framework and Training Model | Framework | Provides a holistic framework within which ten essential digital competences for unemployed citizens are identified and contextualized. It is grounded on an analysis of generic digital competence frameworks and existing employability-enhancing digital training initiatives. |
| CASAS Competencies | Framework | CASAS Competencies identify more than 360 essential life skills that youth and adults need to be functionally competent members of their community, their family, and the workforce. |
| CASAS QuickSearch | Resource Repository | Database of instructional resources aligned with CASAS competencies. |
| CASAS SCANS | Crosswalk | Overlay of CASAS and SCANS competencies. |







| Colorado Digital Equity Framework | Framework | Continuum of competencies from foundational to advance for digital skill sets including skills for daily life, connectivity, equipment, and skills for education, training, and work. Includes both individual and system-level competencies. |
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| Common Framework of Reference for Intercultural Digital Literacies | Framework | Guidelines that describe proficiency levels for what a communicator must be able to do and understand in transnational digital environments. |
| Defining Digital Problem Solving | Definition | Introduces a research-informed definition of digital problem solving. |
| Digital Equity Toolkit | Resource Repository | Tools for advancing digital problem-solving skills. |
| Digital Literacy Framework for Adult Learners | Framework | Framework to define, for adult learners at different levels, the elements required to navigate and fully participate in the constantly evolving digital landscape. |
| <u>Digital Promise Learner</u> <u>Variability Navigator: Digital</u> <u>Literacy</u> | Definition | Describes digital literacy as one factor that affects learning for adults. Includes research-based instructional strategies. |







| <u>Digital Resilience</u> <u>Framework</u> | Framework | Developed by the members of the Digital Resilience Working Group, the framework defines digital resilience and is designed to provide a simple process for organizations to assess for themselves whether different types of environments, content, online services, and policies support, or hinder, digital resilience. |
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| Digital Skill Sets for Diverse Users: A Comparison Framework for Curriculum and Competencies | Framework | Analysis and synthesis of existing digital skills frameworks and curricula cover and recommendations for what digital skills Seattle and its partners should teach and promote. |
| Digital Skills Insight | Framework | This framework provides expert insights to equip policy makers and regulators for informed decision-making, encourage further research on the impact of COVID-19 on skills development, and help anticipate rapidly evolving digital skills requirements. |
| <u>Digital Workplace Skills</u> <u>Framework</u> | Framework | The Digital Workplace Skills Framework describes four areas and sixteen sub-facets of capability in detail, including example survey items to assess each of the sixteen sub-facets. |







| <u>DiSTO</u> | Framework | The Essential Digital Skills Framework defines the skills needed to safely benefit from, participate in and contribute to the digital world of today and the future. |
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| DQ Global Standards for Digital Literacy, Skills, and Readiness | Framework | Defines digital intelligence (DQ) as a comprehensive set of technical, cognitive, metacognitive, and socio-emotional competencies that are grounded in universal moral values and that enable individuals to face the challenges and harness the opportunities of digital life. Framework focuses on eight critical areas of digital life: identity, use, safety, security, emotional intelligence, literacy, communication, and rights. |
| Employability Skills Framework | Framework | Employability skills framework developed by the US Department of Education that advances a unifying set of skills that cuts across the workforce development and education sectors. |
| IDEAL Distance Learning Handbook | Framework | Handbook of evidence-based strategies and innovative practices for teachers or administrators engaged in implementing distance education in an adult education organization. |







| ISTE Profile of Lifelong Learning | Framework | The Profile of a Lifelong Learner is a research-based "north star" that helps adult educators, workforce development specialists, and employers define, measure, and advance the digital and lifelong learning skills that adult learners need to be successful in the workforce of today and tomorrow. It is organized around five features with three related practices. |
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| ISTE Standards | Standards/ Competencies | Competencies for learning, teaching, and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Includes standards for students, educators, and leaders. |
| Kentucky Skills U Instructional Framework Series | Framework | The Kentucky Skills U Instructional Framework Series was designed to provide a common instructional foundation for all of Kentucky's adult education providers. The instructional technology framework includes wide variety of technology-based instructional tools across different subject areas and teacher competencies. |
| Markle Digital Blindspot | Framework | Introduces a framework for digital literacy and analyzes changes in digital skill requirements across occupations. |
| Maryland's Digital Literacy Framework for Adult Learners: Instructor Implementation Guide | Resource Repository | Instructor implementation guide based on the Maryland framework with lesson activities and curated resources. |







| Media Smarts: Digital Literacy Model | Framework | This section looks at the various aspects and principles relating to digital literacy and the many skills and competencies that fall under the digital literacy umbrella. |
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| Museum and Library Services Act of 2018 | Definitions | Museum and library sciences legislation. |
| National Standards for Essential Digital Skills | Framework | Digital skills needed for work and life across two skill levels: Entry – designed for adults with no or little prior experience of using digital devices or the internet and Level 1 – designed for adults with some experience of using digital devices and the internet but lacking secure basic digital skills. Standards primarily intended for use by awarding organizations in developing new essential digital skills qualifications. |
| NDIA Digital Literacy Definitions | Definitions | National Digital Inclusion Alliance digital equity definitions list. |
| Northstar Digital Literacy | Standards/ Competencies | Northstar Digital Literacy defines basic skills needed to perform tasks on computers and online. Online, self-guided modules assess the ability of individuals to perform tasks based on these skills. |
| O'NET Skills | Standards/ Competencies | Allows for searching occupations by skills that one has or plans to learn. Includes some technical skills but not digital literacy. |







| SAMR Model—Technology Is Learning | Framework | The Substitution Augmentation Modification Redefinition Model offers a method of seeing how computer technology might impact teaching and learning. |
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| Seattle Digital Equity Initiative | Framework | An adaptation of the original work from digital skill sets for diverse users, developed by the Technology and Social Change Group (TASCHA). |
| Skillrise Framework | Framework | Framework to help employers, adult-learning and workforce-development organizations understand how to leverage technology to improve education and training programs. |
| SkillsUSA Framework | Framework | Outlines personal, workplace, and technical skills required to become world-class workers, leaders, and responsible American citizens. |
| South Carolina Adult Education Digital Literacy Standards 2019 | Standards/ Competencies | Digital Literacy Standards that are designed to ensure that students are prepared to enter and succeed in economically viable career opportunities and/or postsecondary education and ensuing careers. |
| Standards for Technological Literacy | Standards/ Competencies | An essential core of technological knowledge and skills we might wish all K-12 students to acquire. |
| <u>Teaching Skills That Matter</u> <u>Digital Literacy</u> | Framework | Digital literacy resources created under Teaching Skills That Matter include an issue brief, a case study, sample lesson plans, instructional resources, and a video of digital literacy instruction in action. |







| Teaching Tolerance Digital Literacy Framework | Framework | Framework offers seven key areas in which students need support developing digital and civic literacy skills. |
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| The Digital Competence Framework 2.0 | Framework | Identifies key components of digital competence. |
| The NCTE position statements | Framework | Definition of Literacy in a Digital Age is a framework that invites students and teachers to reflect on questions associated with the continued literacy demands for ELA learners. |
| TPACK.org | Framework | A collection of newsletters from the Technological Pedagogical and Content Knowledge Framework. |
| Triple E Framework | Framework | A framework for educators to measure how well technology tools integrated into lessons are helping students engage in, enhance, and extend learning goals. |
| TX AEL Content Standards | Standards/ Competencies | An overview of the Texas adult education literacy content area standards. |
| UK's Essential Digital Skills Framework | Framework | The Essential Digital Skills Framework defines the skills needed to safely benefit from, participate in, and contribute to the digital world of today and the future. |







| UNESCO A Global Framework of Reference on Digital Literacy Skills for Indicator 4.4.2 | Framework | Empirical studies to develop the existing framework. |
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| UNESCO ICT Competency Framework for Teachers | Framework | ICT Competency Framework for Teachers (ICT CFT) as a tool to guide pre- and in-service teacher training on the use of ICTs across the education system. |
| Universal Design for Learning Principles | Framework | Suggested guidelines that can be applied to any discipline or domain to ensure that all learners can access and participate in meaningful, challenging, learning opportunities. |
| Virginia Tech Digital Literacy Framework | Framework | A framework that represents a multilayered approach to digital literacy with learners at the center. |
| Virginia Tech Digital Literacy Framework Toolkit | Framework | Digital literacy framework that represents a multilayered approach to digital literacy with learners at the center. Toolkit includes learning outcomes and resources for curriculum planning. |





