



Making informed decisions for planning and teaching digital literacy capability for students with MDVI:

Investigating the validity of the new digital literacy learning progression

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Digital literacy for students with MDVI

- MDVI: A diagnosed vision impairment in addition to one or more other disabilities, which must include intellectual disability*
- Use of digital technology to access learning, with or without any assistive technology required







Learn to use, use to learn

Interpret and use symbols, text/graphics and digital technology tools

Safe handling/care, manage problems to support on-going use and access Use digital technology and engage in digital technology practices appropriately

Digital Literacy for Students with Disability

Access, create, share, and organise social, informational, and physical opportunities for learning

Participate in the digital environment

Consider impacts of digital technology use and exercise control over

(Adapted from White, Woods, and Poed, 2017)





Learning progressions

Learning: a transformative process of acquiring an increasingly sophisticated skill or understanding, rather than a unit of content that must be taught (White, 2019)

Learning progression: A pathway of learning within a domain that occurs over an extended time period so to provide an understanding of how increased sophistication in thinking and skills can be expected to develop, with the support of a teacher (Heritage, 2008)



What is the student ready to learn and what evidence supports this?

Range of evidence of learning progress and achievement

What impact was observed and how can we use this information?

What targets should be set to guide purposeful teaching and learning for the student?



What is the expected impact on learning and how will this be evaluated?



What teaching strategies should be used and how will they be resourced and implemented?





What is the student ready to learn and what evidence supports this?

What impact was observed and how can we use this information?

What targets should be set to guide purposeful teaching and learning for the student?

Identify what is likely to be learned next Set learning intentions or goals



What is the expected impact on learning and how will this be evaluated?



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Building the learning progression

- Six phase process over three years
- Data from 1,413 students with disability (10% MDVI) in 61 schools in three Australian states
- Specialist teacher expertise and knowledge
- Multiple analyses (item response modelling) for reliability and validity for range of students:
 - Very high reliability coefficients (all >0.95)
 - Strong arguments for validity: content, construct, criterion, consequential, reliability, and interpretability

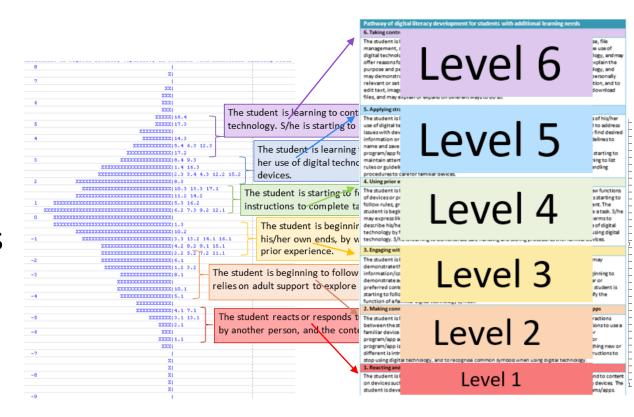




Results and arguments for validity

Data interpretation

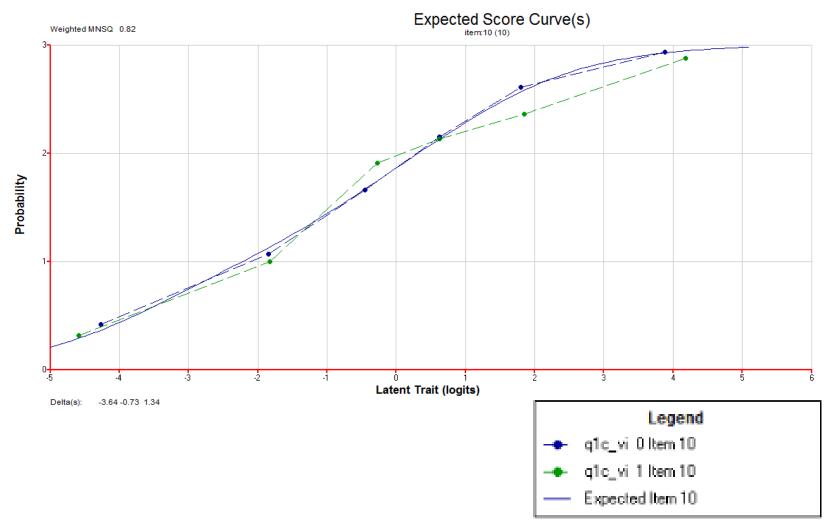
- Cut points/scores
- Standard setting
- Validation activities
- Teacher workshops
- Expert panelling
- Piloting







Differential item and step functioning (DIF/DSF) for MDVI





Item 10: Using digital technology symbols



The digital literacy learning progression



- 6. Taking control of DT through guidelines and organisation
- 5. Applying strategies and guidelines to DT use
- 4. Using prior experience and procedures to complete tasks with DT
- 3. Engaging with DT and content to achieve own ends
- 2. Making connections with DT through interaction with devices and programs/apps
- 1. Reacting and responding to digital technology (DT) and content



Digital Literacy

Level 2: The student is beginning to follow single-step directions and/or relies on adult support to explore and use digital technology.



At this level, students participate in digital technology-based activities that involve simple interactions between the student and the device or program/app, such as touching a symbol or picture on the device or pressing a switch to activate an item, with encouragement or support from another person.

They respond to encouragement and opportunities to use a familiar device or program/app, and may explore new devices or apps/programs with support.

They may notice when something new or different is introduced via digital technology, such as a new app or device.

As they work through this level, students participate in digital technology-based activities that involve following single-step instructions, recognising common symbols, and making connections between their actions on the device/program/app and the effect (e.g., when the student presses the power button, the device turns on).

Students are learning to follow single-step instructions to use a familiar device or program/app with guidance and support.

They may respond to familiar pictures or symbols, and participate in activities which use common digital technology symbols such as the play/pause button or terms such as turn it off.

Students explore a range of digital technology-based activities with support and may make a choice between two familiar digital activities.

They develop an awareness of when a device or program/app is not working, and may alert others when this occurs. Students are learning to respond to single-step instructions to stop using digital technology.



Ahmed's ILP Goals 2017

My goals for 2017 are:

Initial Skills	English	Strategies
	Mathematics	Strategies
	The Arts	Strategies
	Critical and Creative Thinking	Strategies
	Independent Living Skills	Strategies
	Personal and Social Capabilities	Strategies
Ahmed responds to familiar pictures and symbols, including touching the icon for his favourite app on his iPad.	ICT 1.	Strategies •
With support, he interacts with different parts of his iPad, such as pressing the 'Home' button or turning up the volume when it is too quiet.		
He notices when his iPad stops working, and notices when a new app is chosen for him.		

With encouragement, Ahmed begins playing hisfavourite app shortly after being seated at the desk. Ahmed asks to use hisfavourite app using a one-word statement.		
	Health (Usually SoSafe)	Strategies
	PE	Strategies
	Science	Strategies





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the volume when it is too quiet. He notices when his	To stop the use of digital technology in response to a verbal or visual prompt			
iPad stops working, and notices when a new app is chosen for him.	5. To draw the attention of others when his device or program/app isn't working			

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What teaching strategies should be used and how will they be resourced and implemented?

Plan for achieving goals Determine what supports are needed



Adapted from Griffin (2018)



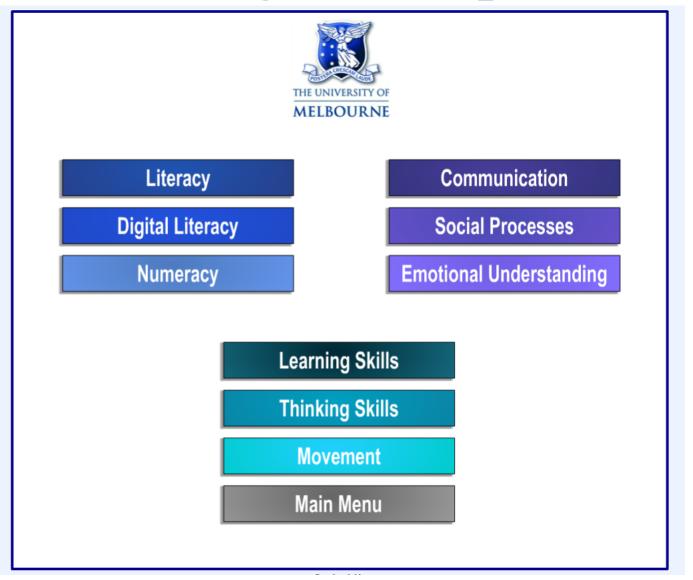
Key messages



- Describes the likely current and next steps for digital literacy learning for students with MDVI
- Use with the linked assessment and teaching strategies for a holistic approach to teaching
- Demonstrates that students with some of the most complex disabilities have digital literacy ability, and can and do learn digital literacy
- Supports rights of students with MDVI to access a 21st century education on an equitable basis to peers, to become prepared to live in the 21st century world



SWANs general capabilities (AC)







Accessing the learning progression and more

- Full suite of online teacher resources (assessment, full learning progression, student reporting, matched teaching strategies): Contact Hilary at the Assessment Research Centre to organise access to the SWANs program (includes all nine general capabilities): h.slater@unimelb.edu.au
- Summarised learning progression and all matched teaching strategies: Download JSPEVI article "Strategies for teaching digital literacy to students with MDVI: Combining evidence with expertise" (White, in press)





Thank you

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Assessment Research Centre/
Learning Intervention
Melbourne Graduate School of Education



