

ICILS 2018

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ICILS 2018

- Maintaining continuity with ICILS 2013 whilst accommodating changes in digital literacy education
 - Expanding the definition of CIL
 - Renaming CIL (2013) to digital information literacy (DIL) and restructuring the description of the construct
 - Incorporating computational thinking (CT) in CIL as second (international option) dimension







Expanding the definition of CIL







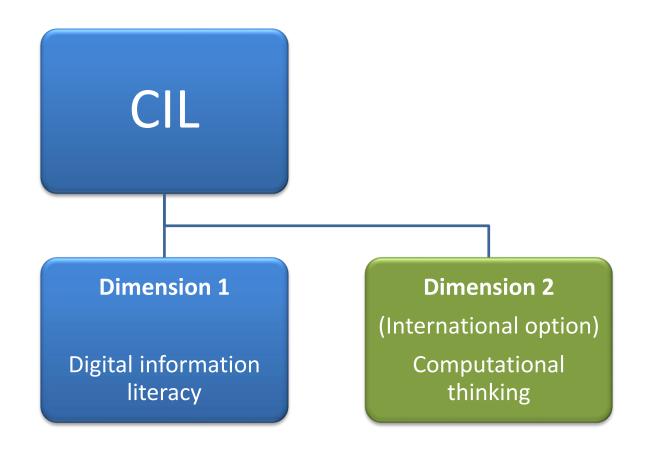
CIL Definition

Computer and information literacy refers to an individual's ability to use computers to investigate, create, communicate and solve problems in order to participate effectively at home, at school, in the workplace, and in society.





Including Computational Thinking









Renaming and restructure of CIL







CIL (2013)

Strand 1 Collecting and managing information

- Aspect 1.1 Knowing about and understanding computer use
- Aspect 1.2 Accessing and evaluating information
- Aspect 1.3 Managing information

Strand 2 Producing and exchanging information

- Aspect 2.1 Transforming information
- Aspect 2.2 Creating information
- Aspect 2.3 Sharing information
- Aspect 2.4 Using information safely and securely





DIL (2018)

CIL (2013) Strand 1 Collecting and managing

information

Aspect 1.1

Aspect 1.2

Aspect 1.3

Strand 2

Producing and exchanging

information

Aspect 2.1

Aspect 2.2

Aspect 2.3

Aspect 2.4

Strand 1

Strand 2

Gathering information

Accessing and evaluating information

Understanding computers

Knowing about and understanding computer use

Strand 3 **Producing information** Transforming information

Creating information Strand 4

Managing information

Aspect 3.2

Aspect 1.1

Aspect 2.1

Aspect 2.2

Aspect 3.1

Aspect 4.1

Aspect 4.2*

Digital communication

Sharing information *Using information responsibly and safely



Including Computational Thinking







CT Definition

- Computational thinking is a process of recognizing aspects of computation in the world and being able to think logically, algorithmically, recursively and abstractly.
- Thinking processes underpinning coding/programming
- Extends beyond computer science
 - systematically/algorithmically solving real-world problems
 - making sense of complex ideas or information







CT Aspects Strand 1: Conceptualizing problems

- 1. Knowing about and understanding computer systems
- 2. Formulating and analyzing problems
- 3. Collecting and representing relevant data







CT Aspects Strand 2: *Operationalizing solutions*

- 1. Planning and evaluating solutions
- 2. Developing algorithms, programs and designs







Research Questions







ICILS 2018 Summary Research Questions

RQ	Digital information literacy	Computational thinking
1	How does DIL achievement vary within and across countries? How has DIL (CIL) achievement changed between 2013 and 2018?	How does CT achievement vary within and across* countries? *Depending on number of participating counties
2	What aspects of schools and education systems are related to DIL achievement?	What aspects of schools and education systems are related to CT achievement?
3	How does student ICT use relate to DIL?	How does student ICT use relate to CT?
4	How does student background relate to DIL?	How does student background relate to CT?
5		How is DIL achievement associated with CT achievement?







Assessing Digital Information Literacy







Digital Information Literacy Test (Field trial)

- Five test modules (3 trend and 2 new)
 - Collecting information
 - Evaluating information
 - Communicating with others (large task)
 - Considering responsible and safe use
- Each student completes 2 modules







Digital Information Literacy Test

- Large tasks
 - Using information provided in websites to create a social media post to encourage students to join a board games club (new)
 - Using information from a video and other sources to produce a poster encouraging students to participate in a program to reduce waste (new)
 - Creating a presentation to inform 8 year olds about the process of breathing
 - Editing a website that advertises a school band competition
 - Creating an information leaflet about a school excursion







Assessing Computational Thinking







Computational Thinking Test Modules

Automated Bus (emphasis on CT Strand 1)

 Students complete a series of planning tasks relating to the way a driverless bus could calculate routes and avoid crashing

Farm Drone (emphasis on CT Strand 2)

 Students use a visual coding system to guide an automated drone to complete a range of farming tasks (e.g. watering crops, planting seed)





