[118H6631]

	(Original Signature of Member)	
119TH CONGRESS 1ST SESSION	H. R	

To amend the Workforce Innovation and Opportunity Act to recognize digital skills and digital literacy as critical adult education and literacy objectives, and for other purposes.

IN THE HOUSE OF REPRESENTATIVES

Ms.	GOODLANDER	introduced	the 1	following	bill;	which	was	referred	to	the
	Comm	ittee on								

A BILL

To amend the Workforce Innovation and Opportunity Act to recognize digital skills and digital literacy as critical adult education and literacy objectives, and for other purposes.

- 1 Be it enacted by the Senate and House of Representa-
- 2 tives of the United States of America in Congress assembled,
- 3 SECTION 1. SHORT TITLE.
- 4 This Act may be cited as the "Investing in Digital
- 5 Skills Act".

1	SEC. 2. DEFINITIONS.
2	Section 3 of the Workforce Innovation and Oppor-
3	tunity Act (29 U.S.C. 3102) is amended—
4	(1) by redesignating paragraphs (14) through
5	(71) as paragraphs (15) through (72), respectively;
6	and
7	(2) by inserting after paragraph (13) the fol-
8	lowing:
9	"(14) DIGITAL LITERACY SKILLS.—The term
10	'digital literacy skills' has the meaning given the
11	term in section 202 of the Museum and Library
12	Services Act (20 U.S.C. 9101).".
13	SEC. 3. ADULT DIGITAL LITERACY SKILLS.
14	(a) Purpose.—Section 202 of the Workforce Innova-
15	tion and Opportunity Act (29 U.S.C. 3271) is amended—
16	(1) by amending paragraph (1) to read as fol-
17	lows:
18	"(1) assist adults to become literate and obtain
19	the knowledge and skills (including digital literacy
20	skills) necessary for employment, economic self-suffi-
21	ciency, and full participation in all aspects of adult
22	life;"; and
23	(2) in paragraph $(4)(A)$ —
24	(A) in clause (i), by striking "and" at the

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end; and

1	(B) by inserting after clause (ii) the fol-
2	lowing:
3	"(iii) digital literacy skills; and".
4	(b) Definitions.—Section 203 of the Workforce In-
5	novation and Opportunity Act (29 U.S.C. 3272) is amend-
6	ed—
7	(1) in paragraph (1)—
8	(A) in subparagraph (B), by striking
9	"and" at the end;
10	(B) by redesignating subparagraph (C) as
11	subparagraph (D); and
12	(C) by inserting after subparagraph (B)
13	the following:
14	"(C) develop and use digital technology
15	skills; and";
16	(2) in paragraph (2), by inserting ", digital
17	skills activities offered in conjunction with other
18	adult education and literacy activities" after "family
19	literacy activities";
20	(3) in paragraph (9), by adding at the end the
21	following:
22	"(E) Digital literacy activities to enable
23	parents or family members to develop and use
24	digital literacy skills to support their children's
25	learning."; and

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1	(4) in paragraph (13), by striking "and solve
2	problems," and all that follows through the period at
3	the end and inserting "solve problems and use dig-
4	ital technology at levels of proficiency necessary to
5	function effectively as an employee, a parent or a
6	family member, and a member of society.".