

117TH CONGRESS
2D SESSION

H. R. 7785

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

MAY 16, 2022

Mr. KILMER introduced the following bill; which was referred to the
Committee on Education and Labor

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”.

6 **SEC. 2. DEFINITIONS.**

7 Section 3 of the Workforce Innovation and Oppor-
8 tunity Act (29 U.S.C. 3102) is amended—

1 (1) by redesignating paragraphs (14) through
2 (71) as paragraphs (15) through (72), respectively;
3 and

4 (2) by inserting after paragraph (13) the fol-
5 lowing:

6 “(14) **DIGITAL LITERACY SKILLS**.—The term
7 ‘digital literacy skills’ has the meaning given the
8 term in section 202 of the Museum and Library
9 Services Act (20 U.S.C. 9101).”.

10 **SEC. 3. ADULT DIGITAL LITERACY SKILLS.**

11 (a) **PURPOSE**.—Section 202 of the Workforce Innova-
12 tion and Opportunity Act (29 U.S.C. 3271) is amended—

13 (1) by amending paragraph (1) to read as fol-
14 lows:

15 “(1) assist adults to become literate and obtain
16 the knowledge and skills (including digital literacy
17 skills) necessary for employment, economic self-suffi-
18 ciency, and full participation in all aspects of adult
19 life;” and

20 (2) in paragraph (4)(A)—

21 (A) in clause (i), by striking “and” at the
22 end; and

23 (B) by inserting after clause (ii) the fol-
24 lowing:

25 “(iii) digital literacy skills; and”.

1 (b) DEFINITIONS.—Section 203 of the Workforce In-
2 novation and Opportunity Act (29 U.S.C. 3272) is amend-
3 ed—

4 (1) in paragraph (1)—

5 (A) in subparagraph (B), by striking
6 “and” at the end;

7 (B) by redesignating subparagraph (C) as
8 subparagraph (D); and

9 (C) by inserting after subparagraph (B)
10 the following:

11 “(C) develop and use digital technology
12 skills; and”;

13 (2) in paragraph (2), by inserting “, digital
14 skills activities offered in conjunction with other
15 adult education and literacy activities” after “family
16 literacy activities”;

17 (3) in paragraph (9), by adding at the end the
18 following:

19 “(E) Digital literacy activities to enable
20 parents or family members to develop and use
21 digital literacy skills to support their children’s
22 learning.”; and

23 (4) in paragraph (13), by striking “and solve
24 problems,” and all that follows through the period at
25 the end and inserting “solve problems and use dig-

1 ital technology at levels of proficiency necessary to
2 function effectively as an employee, a parent or a
3 family member, and a member of society.”.

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