

STANDARD 1: LEARNER

Educators will demonstrate a commitment to improving instructional practices with technology through continuous professional learning, monitoring research and best practices, and learning from and with others.

- 1.1 Embrace continuous learning by setting personal professional goals, reflecting on personal practice, and applying strategies with technology.
- 1.2 Collaborate with colleagues on current best technology practices used in the classroom.
- 1.3 Model with colleagues and students social learning through the use or creation of online personal and professional learning networks.
- 1.4 Proactively seek and learn from others with expertise in the field of technology.
- 1.5 Continuously identify methods for improved instructional practice through technology.

STANDARD 2: INTEGRATION

Educators will demonstrate a knowledge of technology skills by integrating the use of technology into lesson design, assessment, the learning environment & communication.

- 2.1 Create a variety of learning environments (online, blended, mobile) that use effective teaching strategies to manage and support a differentiated learning experience.
- 2.2 Explore the redesign of learning activities using technology to embrace real-world, authentic learning aligned to content standards.
- 2.3 Design a variety of assessments using technology which provides feedback to students.
- 2.4 Engage in problem solving through continuous planning, designing, testing, evaluation, and recalibration of teaching methods by leveraging technology.
- 2.5 Communicate information and ideas effectively to multiple audiences using a variety of media and formats

STANDARD 3: DIGITAL CITIZENSHIP

Educators will model and instruct students in the safe, legal, ethical practices and use of information and technology.

- 3.1 Empower students to manage personal data, protect privacy and manage digital identity (internet safety, privacy, and security).
- 3.2 Demonstrate ethical and legal practice with digital tools and resources, including positive, socially-responsible behavior in online environments (digital footprint, relationships, and online behavior, e.g. cyberbullying, digital drama).
- 3.3 Provide instruction to assist students in understanding the implications of plagiarism, appropriate copyright use, and exhibiting leadership for digital citizenship.

STANDARD 4: LEADER

Educators will contribute to a shared vision, advocacy and expertise through collaborative integration and implementation of educational technology in the learning environment.

- 4.1 Engage as teacher-leaders in school or district-wide efforts to shape a shared vision of empowered learning with technology.
- 4.2 Collaborate with other educators to promote increased implementation and integration of available educational technology.
- 4.3 Advocate with colleagues, administrators, parents, and the community to reduce the digital opportunity gap between students.
- 4.4 Engage as teacher-leaders to inform technology purchase and adoption decisions.



TECHNOLOGY STANDARDS & PERFORMANCE INDICATORS

FOR THE EDUCATOR

STANDARD 5: FACILITATOR

Educators will empower students to assume responsibility for the use of technology in their learning through the establishment of personal learning goals and reflection.

- 5.1 Implement differentiated instructional strategies which address and provide opportunities for personalized learning, student choice and individualized pacing.
- 5.2 Apply effective learning strategies and manage the learning process to meet a variety of student needs in digital environments.
- 5.3 Model and support students in the use of digital tools or applications to find effective solutions to problems.
- 5.4 Cultivate creative student expression in choosing and using digital tools, platforms and resources to communicate or publish original work.

STANDARD 1:

DIGITAL CITIZENSHIP

Students will engage in the safe, legal, ethical practices and use of information and technology.

1.1 Students manage personal data, protect privacy and manage digital identity.

1.2 Students demonstrate ethical and legal practice with digital tools and resources, including positive socially responsible behavior in online environments, with an emphasis on social media use.

1.3 Students can identify the legal, economic and ethical implications of plagiarism and copyright law.

STANDARD 2:

EMPOWERED LEARNER

Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals.

2.1 Students can identify and apply basic technology concepts in assigned tasks.

2.2 Students can choose, use and troubleshoot current technologies.

2.3 Students use technology to demonstrate their learning in a variety of ways.

STANDARD 3:

COMMUNICATION AND COLLABORATION

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

3.1 Students build interpersonal networks and seek feedback that informs and improves their learning.

3.2 Students communicate information and ideas effectively to multiple audiences using a variety of tools.

3.3 Students use collaborative technologies to examine a variety of topics from multiple viewpoints.

STANDARD 4:

STUDENT IMPLEMENTATION OF TECHNOLOGY

Students will demonstrate a knowledge of technology skills by using a variety of digital tools within a design process to identify and solve problems.

4.1 Students use technology to formulate a deliberate design process and generate new ideas.

4.2 Students select digital tools to plan and manage a design process.

4.3 Students plan and employ effective research strategies to locate information and other resources relevant to their intellectual or creative pursuits.

4.4 Students use technology to develop, test and refine ideas.

4.5 Students will use technology to create original work.

4.6 Students will use technology to generate solutions to real-world problems.



TECHNOLOGY STANDARDS & PERFORMANCE INDICATORS

FOR THE STUDENT