

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.



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