

Technology in Action Guide

ISTE Standards For Educators

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Standards for Educators

Learner	Leader	Citizen
Collaborator	Designer	Facilitator
Analyst		



Learner

Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Educators:

1a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.	1b Pursue professional interests by creating and actively participating in local and global learning networks.
1c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.	



Twitter Chats are scheduled for everyday of the week on many topics of Edtech...many are subject specific. Educators can just "listen in" or fully engage in the conversation. The link will take you to a complete list and schedules, some are weekly and others are once a month. Follow on your phone or use TweetDeck to follow on a computer. Some notable hashtags to follow: #Edtechchat, #ELLChat, #ILEdchat and #ICEilchat. (The last two are Illinois managed.) <http://bit.ly/2gvnAGO>



Illinois Classrooms in Action website has PD opportunities in many subject areas, Professional Learning Networks in ELA, Math, Science, Social Science and Climate & Culture. Also available is an online platform called *OnlineImpact* which offers PD opportunities in a facilitated online platform for EL Support, Math Practices, Social Science, Science, Close Reading and Technology. All courses are online and offer CPDUs upon completion. <http://www.ilclassroomsinaction.org/>



Leader

Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Educators:

2a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.	2b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.
2c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.	

Educators can create a shared space for their local colleagues to explore and collaborate on new technologies incorporated into the classroom. Leaders can create a location for colleagues to view and share ideas on how to incorporate a new tool into their grade level and population of students. Website platforms such as Weebly or Google Sites can be a valuable resource to share this information and allow educators to view and respond at anytime. Blogs create a fantastic way to communicate about technology when there isn't any other time.

All of these resources offer a free educational account:



<https://education.weebly.com>



<http://edublogs.org/>



<https://sites.google.com>



<https://edshelf.com/>



Citizen

Educators inspire students to positively contribute to and responsibly participate in the digital world. Educators:

3a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.	3b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.
3c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.	3d Model and promote management of personal data and digital identity and protect student data privacy.



Digital Citizenship isn't just for the students, educators need to model the ethics as well. CommonSense media's digital citizenship curriculum not only is grade band specific, but also includes many resources for teachers and parents to help with internet concerns. <https://www.commonsensemedia.org/educators/digital-citizenship>





ePals is connecting classrooms and students in unique "experiences" on their website. Connect with another classroom to exchange recipes, explore how media is used or setup a Pen Pal communication...in another language maybe. The platform has both free and paid components. <http://www.epals.com/#/exploreExperience>

Collaborator

Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:

4a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.	4b Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.
4c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.	4d Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

 **Skype in the classroom** allows educators to bring in experts, virtual fieldtrips and “mystery” Skypes. Microsoft Innovative Educator page has a variety of ways to connect around the world. A mystery Skype allows students on both sides to virtually discover where each class is located using questioning techniques. Resources available to set all of this up. <http://bit.ly/2gyv354>

 **Seesaw** is online platform that empowers learners, allows feedback from peers and educators and connects parents to what is happening day-to-day in the classroom. Educators can create a classroom account and have parents join. They see only what their student is submitting, educators feedback and parents can offer feedback to be co-collaborators. <https://web.seesaw.me/>



Designer

Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Educators:

5a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.	5b Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.
5c Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.	



The SAMR model of integrating technology can assist educators in developing authentic learning activities. This instructional design calls for S-Substitution, A-Augmentation, M-Modification or R-Redefinition of a lesson with the incorporation of technology. This is a link to an explanation video created by students. <http://bit.ly/2gwug7J>

Personalized learning can be assisted with technology in many ways....**Google Classroom** is an easy way if educators are in a Google School. Another resources is **PowerMyLearning**. It allows for specific “playlists” of activities to be assigned to students either as a class or individually. PowerMyLearning: <http://bit.ly/2gxpEhv>



Facilitator

Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students. Educators:

6a Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.	6b Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.
6c Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.	6d Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.

Facilitating students’ understanding of how an assignment/process is going to be assessed is an excellent way to help them take ownership in their learning goals and outcomes. Teaching students to develop and utilize rubrics to assess their learning will take it even further. Two technology tools for creating rubrics are **QUICK RUBRIC** <https://www.quickrubric.com/> and **RUBISTAR** <http://rubistar.4teachers.org/index.php>. No account is needed for either unless users would like to save them versus just printing. Quick rubric is the simpler of the two.



Utilize technology to offer students many different avenues to learning the content. **Edpuzzle** allows for educators to upload or connect to videos and then place questions for students to answer or reflect on the content being presented. This can be accomplished in class or when using a “flipped” classroom approach. The platform can be used by students anonymously or by signing in to track answers. <https://edpuzzle.com/>



Analyst

Educators understand and use data to drive their instruction and support students in achieving their learning goals. Educators:

7a Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.	7b Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction.
7c Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.	



Recap—Reflection by students and timely, effective feedback by educators can be accomplished on this platform. The app is available on all devices, including ChromeBooks! Educators can pose questions, lesson...etc. Students can also take a picture or video recording of their work and record in writing or audio their reflections. Educators can use their phones to leave timely feedback. <https://letsrecap.com/>



EdCite is an assessment platform that has a variety of analytical reports. The platform allows educators to create assessments/assignments that have advanced technology response abilities that match what most state assessments are including. Users can practice using the tools so when it is time for testing students will already be comfortable with the technology. Educators can control the questions and get rich data to inform their practice. <http://www.edcite.com/>

To find more resources and the latest up-to-date technology to support technology integration, please visit www.ilclassroomtech.weebly.com.

- ◆ Assessment tools
- ◆ Computer science
- ◆ Social Emotional Learning
- ◆ Audio/video tools
- ◆ Learning management systems
- ◆ Technology terms
- ◆ Content area support
- ◆ Mobile apps
- ◆ Digital portfolios
- ◆ Research tools

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