

Meeting the NETS for Teachers Prerequisite Standards
NETS-T Pre-Admission Competencies Verification

Students will complete the pre-admission competency verification to identify your strengths or weaknesses based on national standards. This assessment will verify your technology competencies on the new NETS-T (National Educational Technology Standards for Teachers). The assessment includes artifacts and reflection that demonstrates your competency with the ISTE NETS-T standards as you prepare for the Technology Facilitation Endorsement and admission to the IT Master's Program. Students pursuing the eLearning certificate only are exempt from this assignment.

The NETS for Teachers were originally released in 2000, following the acclaimed NETS for Students (NETS-S) in 1998, which set the bar for integration of technology in education. The NETS-T 2000 defined the fundamental concepts, knowledge, skills, and attitudes for applying technology in educational settings.

Rapid advances in technology are putting new demands on educators and students. ISTE launched a refresh of the NETS-T in 2007 and unveiled the new NETS-T in 2008. The refreshed ISTE NETS will provide a framework for educators to use as they transition schools from Industrial Age to Digital Age places of learning.

For each of the 5 standards, you will demonstrate your competency through an artifact that meets the standard as well as a reflection showing your understanding of how to apply the standards in your workplaces. Application of these standards is a core skill needed as facilitators in your districts.

Create your documentation using a web-based technology like a wiki or GoogleSites:

1. Reflection on each of the 5 standards with a supporting artifact showing your competency with the standard and indicator(s).
2. Your reflection should include a complete description of how the artifact supports the standard.

National Educational Technology Standards for Teachers
COMPETENCIES VERIFICATION
ISTE Technology Standards & Performance Indicators for Educators (NETS-T)

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Directions: Read the main competency and the sub-competency. Think about your own skills and identify an artifact that shows your proficiency with the competency. Provide a description of the artifact here and comment on your strength or weakness in this area. Since this is an initial measure of your skills, do not worry if you do not have an artifact for each one. This exercise gets you thinking about these baseline standards. If you are not a teacher use the word "Learner" versus "Student", think about others you will be training or developing learning for. Decide if your competency with the standard approaches, meets or exceeds. Fill in the rubric score you think you should have. You will also document these artifacts on your wiki or a google site.

Artifacts		
1. Facilitate and Inspire Student Learning and Creativity <i>Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments. Teachers:</i>		
a. promote, support, and model creative and innovative thinking and inventiveness. b. engage students in exploring real-world issues and solving authentic problems using digital tools and resources. c. promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes. d. model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments.	Provide a description of the artifact: The artifacts in this area are adobe PDFs that I created that I use with students during the orientation. It is used as a reference sheet for them as they navigate our learning management system and is used to help them determine if they are ready to take an online class or if they want to "dip their toes" into online learning by taking hybrid courses.	Comments on your strengths or weaknesses: I am a learner in this area. Since I play more of a support role to our faculty, I haven't been able to actively engage with students in a classroom setting. That being said, because my role within my department is very unique, I have responsibilities in admission and have created several "new student guides" in an effort to help orientate our new students. It is my goal in the next year is to make these into an interactive video and create an "are you an online learner" quiz. Your Score <u>1</u> Approaches 1 Meets 2 Exceeds 3
2. Design and Develop Digital-Age Learning Experiences and Assessments <i>Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS•S. Teachers:</i>		
a. design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity. b. develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress. c. customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources. d. provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.	Provide a description of the artifact: The artifact in this area is a screen shot of the quizzes and exams I moved into our LMS for one of our faculty members.	Comments on your strengths or weaknesses: Many of our online and hybrid courses currently are not utilizing any outside technologies, especially our hybrid courses. I am currently working with my department director in assisting our faculty with utilizing Panopto so students can access online lecture videos, this will enhance student learning experiences with our hybrid and online courses as well as appeal to those with different learning styles. Currently, most courses are only having articles being downloaded into the courses and students are utilizing the discussion boards. There is not much to offer students who are visual learners. I am looking for more opportunities to implement these technologies. I have been working with faculty to move quizzes and tests online so that students can receive

Artifacts		
		<p>immediate feedback. This is beneficial for our students because they can review their grade on quizzes and determine which modules they need to review.</p> <p>Your Score <u>2</u></p> <p>Approaches 1 Meets 2 Exceeds 3</p>
<p>3. Model Digital-Age Work and Learning <i>Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society.</i> Teachers:</p>		
<p>a. demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.</p> <p>b. collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.</p> <p>c. communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.</p> <p>d. model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.</p>	<p>Provide a description of the artifact:</p> <p>This artifact is a screen shot of my Trello page that I use for adopting books for faculty.</p>	<p>Comments on your strengths or weaknesses:</p> <p>While I don't work with students directly, I am always trying to use new technologies that help to communicate more effectively with my peers and to facilitate more efficient work processes. I currently use Trello as a communication and management tool. When I complete a portion of a project, I can move it into the next person's bin and see the project through the completion process. Additionally, I utilize Skype business, and Microsoft Notebook.</p> <p>I received feedback from some of our students recently that they feel disconnect from their fellow classmates even though there is a discussion board. It is my hope that using Trello or similar tools, it will help encourage more group projects to be incorporated into courses as students would have tools to manage workflow of a project.</p> <p>Your Score <u>2</u></p> <p>Approaches 1 Meets 2 Exceeds 3</p>
<p>4.Promote and Model Digital Citizenship and Responsibility <i>Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices. Teachers:</i></p>		
<p>a. advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.</p> <p>b. address the diverse needs of all learners by using</p>	<p>Provide a description of the artifact:</p> <p>N/A</p>	<p>Comments on your strengths or weaknesses:</p> <p>I have been helping to implement faculty development in the areas of technology for my department. It is our goal this year to continue development opportunities</p>

<p>learner-centered strategies providing equitable access to appropriate digital tools and resources.</p> <p>c. promote and model digital etiquette and responsible social interactions related to the use of technology and information.</p> <p>d. develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.</p>		<p>each semester.</p> <p>With students (as well as faculty) I have been referring them to honooit (previously atomic learning) so they can access interactive videos about software/technologies they may not be acquainted with.</p> <p>Your Score <u>1</u>_____</p> <p>Approaches 1</p> <p>Meets 2</p> <p>Exceeds 3</p>
<p><i>5.Engage in Professional Growth and Leadership</i> <i>Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources. Teachers:</i></p>		
<p>a. participate in local and global learning communities to explore creative applications of technology to improve student learning.</p> <p>b. exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others.</p> <p>c. evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning.</p> <p>d. contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community</p>	<p>Provide a description of the artifact:</p> <p>N/A</p>	<p>Comments on your strengths or weaknesses:</p> <p>I actively participate in webinars and professional development opportunities held on campus to help improve my own use of technology but as well as disseminate the information that I learned and encourage faculty to incorporate it into their classroom. At this point, I feel I should become more active in a professional group so that I can learn more about emerging technologies.</p> <p>Your Score <u>2</u>_____</p> <p>Approaches 1</p> <p>Meets 2</p> <p>Exceeds 3</p>

NETS-T Review Process

My rubric total assessment of my skills 8 out of /15

Date 1/27/18

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