**TITLE BLOCK**

Your Name

Title or affiliation (e.g. 6th Grade Social Studies Teacher, Somewhere, Middle School)

Date

**INTRODUCTION**

Introduce yourself here and describe the purpose of this paper. Briefly discuss how you organzed the paper.

**STANDARD 1: DESIGN**

Write the rationale for all of the artifacts mapped to the design standard. Add a link to each artifact when discussed in the paper. Make sure to discuss each sublevel of the standard.

1.1 Instructional Systems Design

1.2 Message Design

1.3 Instructional Strategies

1.4 Learner Characteristics

**STANDARD 2: DEVELOPMENT**

Write the rationale for all of the artifacts mapped to the development standard. Add a link to each artifact when discussed in the paper. Make sure to discuss each sublevel of the standard.

2.1 Print Technologies

2.2 Audiovisual Technologies

2.3 Computer-Based Technologies

The artifact that I have chosen to represent Standard 2.3, Computer based technologies is the Animation Assignment from EDTech 511: Designing Interactive courseware. (CHECK CLASS TITLE). I created this assignment near the beginning of the spring semester of 2014. This assignment calls for the use of Adobe Flash to produce differing types of animation to relay a message. To meet the parameters of the assignment in the scope of my larger project that focuses on the fundamental components of middle school mathematics, I chose subtracting integers as my topic. I selected this artifact to demonstrate my competency in computer-based technologies because it demonstrates my ability to produce and deliver educational materials using computer based resources. To complete this assignment, I needed to plan out the lesson in full, make use of the tools in Adobe Flash to make it into an animation that could be viewed online by my students. My students were able to navigate to the URL and observe the lesson at their own pace and on their own time, which helped them deepen their understanding of subtraction. The theory behind this lesson is that helping student develop conceptual understanding using visual representations, especially animations, helps students comprehend the relationships between ideas. (NEED REFERENCE)

2.4 Integrated Technologies

**STANDARD 3: UTILIZATION**

Write the rationale for all of the artifacts mapped to the utilization standard. Add a link to each artifact when discussed in the paper. Make sure to discuss each sublevel of the standard.

3.1 Media Utilization

3.2 Diffusion of Innovations

3.3 Implementation and Institutionalization

3.4 Policies and Regulations

**STANDARD 4: MANAGEMENT**

Write the rationale for all of the artifacts mapped to the management standard. Add a link to each artifact when discussed in the paper. Make sure to discuss each sublevel of the standard.

4.1 Project Management

4.2 Resource Management

4.3 Delivery System Management

4.4 Information Management

**STANDARD 5: EVALUATION**

Write the rationale for all of the artifacts mapped to the evaluation standard. Add a link to each artifact when discussed in the paper. Make sure to discuss each sublevel of the standard.

5.1 Problem Analysis

5.2 Criterion-Referenced Measurement

5.3 Formative and Summative Evaluation

5.4 Long-Range Planning

**CONCLUSION**

Write a brief conclusion. You might discuss some important things you have learned that are reflected in the selected artifacts. You could even discuss plans for the future. How has this made you a better teacher/trainer/educator?

**REFERENCES**

Include at least three or four references in APA format. Cite each reference in your paper so that there is agreement between citations and references.