

1. What was the context (the course, purpose, situation, etc.) in which these artifacts were created?

This artifact was created in the Using Digital and Social Media in Education course as our final project. We were to choose a unit or set of lessons that we usually teach and gamify it or create a global collaboration project involving that content. We could also create a different project using content we learned throughout the semester. I created three Choose Your Own Adventure activities through Google Forms as a review of systems of equations for my Algebra 2 students.

2. What outcomes (ISTE Standards) were you demonstrating in creating it?

- **Standard 1 – Facilitate and Inspire Student Learning and Creativity**
 - **T.1.a. Promote, support, and model creative and innovative thinking and inventiveness**

Google Forms is usually thought of as just being a way to send a quick survey, or do a quick quiz, but this artifact shows that it can be used for much more. There are multiple parts to this Google Form, and they are given immediate feedback from the way they answer. It is a different and creative way for students to review their knowledge of systems of equations.

- **T.1.d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments.**

I had thought about doing a “Choose Your Own Adventure” project, but wasn’t sure how to go about it using technology. I asked around through my PLN on Facebook and Twitter, and I was able to get some ideas on how to get started and how to do this through Google Forms. After creating the projects, I shared it with one of my students to do as a test run. He was one of my higher level students, and I thought he would fly through it, but he got stuck on one of the problems. After some discussion, he gave me some ideas on how to make the problem a little more clear so there wouldn’t be any confusion about how to answer it. My other students gave some suggestions as well after they went through it, so I was able to learn about the process along with them and make some changes based on our discussions.

- **Standard 2 – Design and Develop Digital Age Learning Experiences and Assessments**
 - **T.2.a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity**

This artifact took an idea that is usually done on paper and turned it into a digital experience. Students use Google Forms to answer a series of questions in a story format in order to review for a unit test. Due to the way that these adventures are set up, they will all answer the same questions and end up at the same endpoint, but the way they go through it may be different.

- **T.2.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**

As students progress through each of the activities, they are given immediate feedback as to whether or not their answer was correct. For example, systems of equations can be solved in different ways, two of them being substitution or elimination. One problem could be solved either way, but it may be better to use one over the other. Students are asked to choose which way to solve it, then are given feedback as to whether was the most appropriate choice. Students are then asked to solve the problem, and are given feedback on what they may have done incorrectly if they chose the wrong answer. They can then go back and fix their mistake. This helps students to assess their own learning and progress, and they are able to make their own decisions while going through these activities.

- **T.2.c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources**

Students are able to work at their own pace through these activities. They all end up answer the same questions, but they are able to go through it in different ways. Immediate feedback is also provided, and they can go through it as many times as they want. It is accessible through Google Forms, which they can get through their computers or on their phones if Wifi is not available.

- **T.2.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**

These activities are designed to be a review for the unit test. Since they are given immediate feedback, this is a form of formative assessment to see if they are ready for the test. The feedback includes answers to whether they are correct or incorrect, and if they are incorrect, possible options for where they went wrong are provided. They can then look back at their work to see where they went wrong, and then can fix it before moving on to the next question.

- **Standard 3 – Model Digital Age Work and Learning**

- **T.3.a. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations**

Before creating this artifact, I had experience with Google Forms, but only to make surveys and quizzes. I was able to take the knowledge I had in being able to create a quiz using this platform and apply it to creating this Choose Your Adventure project. I did have to research a few things in order to do this, but the initial knowledge helped greatly. After creating the first activity, the second and third activities were a lot easier because I had worked out some of the challenges in the first one.

- **T.3.c. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital age media and formats**

As mentioned before, students receive immediate feedback when going through the Choose Your Own Adventure activities to determine if they are correct or incorrect. If they are incorrect, possible options for where they went wrong are provided. They can use this information to learn from their mistakes and study for the test.

- **T.3.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**

This artifact demonstrates the use of a current digital tool in a way that is different from its usual use. The use of this tool in this way helps students in their learning process to assess their own learning and study for an exam.

- **Standard 4 – Promote and Model Digital Citizenship and Responsibility**

- **T.4.b. Address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources**

Students are able to navigate through these activities at their own pace and in their own way. This makes it learner-centered. The activities are also housed in an online platform, so it is easily accessible to students using computers or other devices. Google Forms also has accessibility features that can be turned on to provide access to all students.

- **Standard 5 - Engage in Professional Growth**

- **T.5.a. Participate in local and global learning communities to explore creative applications of technology to improve student learning**

In order to determine how to create a Choose Your Own Adventure project with technology, I turned to colleagues in my Personal Learning Network on Facebook and Twitter for ideas and advice. Through these connections, I was able to get some ideas on how to get started and how to create one of these activities through Google Forms.

- **T.5.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**

After creating this artifact, I shared it with my colleagues in my district and demonstrated how Google Forms can be used in a different way. I was then able to help a colleague create her own Google Form using the same applications within the tool.

- **T.5.d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community**

After creating this artifact, I shared it with my colleagues in my district and demonstrated how Google Forms can be used in a different way. I was then able to help a colleague create her own Google Form using the same applications within the tool.

3. What challenge(s) did you encounter in creating this artifact? What did you learn from encountering this/these challenge(s), and how can you turn these challenges into opportunities in your current or future professional life?

The biggest challenge I had when creating this artifact was the actual creation of the form. I had found a template that could be used to lay out ideas and determine the connections between the sections. This was very helpful, and I could just copy/paste from the template and connect it to the one it belonged with. Even with the template though, scrolling up and down and back and forth on the form got to be tedious and confusing. I had to make sure that everything connected correctly, and if it didn't, I had to find where it should go.

As with anything, practice makes perfect and the next two activities didn't take as long to create. I started the second one with a new form, but then decided that it would be easier to make a copy of the first form and edit that one. That way all of the connections would be there, and I just had to edit the content. This worked out well.

These challenges definitely tested my perseverance. The confusion from the first activity was very frustrating, and I had thought about giving up and making a different project. However, I stuck through it and it became easier the second and third times. I can relate this to when my students learn something new. The first time they learn it and practice it, it will be messy, confusing, and time consuming. However, it will get easier with practice and new knowledge will form to make it more efficient. I will need to remember how I felt during this process because they will be how they will feel learning something new as well.

4. What does this work show about you and your capabilities?

This work showed me that I can take knowledge of a current technology tool and use the tool in a different way. This process can be used with any tool. I never thought of myself as a creative person, but I was able to take a tool and use it in a creative way to add interest to the content and engage my students.

5. What did the completion of the work teach you about yourself within the field of instructional technology/as a 21st Century educator?

I learned that I can use technology tools in a different way to help my students learn. Being a Building Level Coordinator through our TLC program allows me to discuss teaching strategies and pedagogy with all teachers in our school. I was very excited to share my Choose Your Own Adventure activities with them and show them how to use Google Forms in a different way. Technology is ever changing, but if you are familiar with one tool, you can find ways to use that tool in new and inventive ways. Students also won't need to worry about learning a new tool along with learning the content since they are familiar with the tool as well. After going through this process, I am confident in my ability to look at a tool and find different ways of using it other than for its traditional uses, which will benefit both myself and my students.