Leadership

MSEd Program Learning Outcome

Leadership: Demonstrate **dimensions of leadership**, **ethical decision making** and **purposeful engagement** within the profession.

Explanation

Educational leadership is important because the leaders amongst educators are the ones who create policies, determine curriculum, rally support of all of the stakeholders and effect change at the highest level for all of our young learners and the future of society as a whole. Leadership comes in many forms and has many different **dimensions of leadership**, such as relationships, policy making, culture, communication, teamwork, and organization.

Ethical decision making is all about making choices that will have positive or negative outcomes based on a set of ethics, or understanding of what is right and what is wrong (Blonde & Firenze, 2013). This decision making requires practice, a strong understanding of ethics, and the awareness to consider multiple outcomes for various parties involved. Purposeful engagement allows for students to be involved in a project, and feel a sense of purpose and pride in their work. "On a personal level, a strong sense of purpose improves effectiveness, satisfaction and overall well-being. On a professional level, it enhances productivity, resilience, and employee retention." (Stryson, 2018). This applies to student satisfaction as well. As educational leaders, **ethical decision making** and **purposeful engagement** within the profession should be

top priority, not only to provide the most equitable and positive results for our students and stakeholders, but to provide an example of what a quality leader should look and act like.

Making **ethical decisions** allows all students to thrive in an equitable and positive learning environment. By using project based learning methods, and having students create their own projects, often as a team, helps them to be engaged in their learning and have truly **purposeful engagement** with their education. (Field, 2022).

All leadership decisions in education should have only one group in mind, our students. Educational leaders will use purposeful engagement with our profession in order to understand the most important and current issues affecting our students and stakeholders, and the best way to serve them.

Artifacts

Artifact #1

Expanding Computer Science and Game Development Education

ED 531: Study Proposal and Design

Rationale

The purpose of this artifact is to propose the expansion of computer science and game development education across all schools. Computer science is one of the fastest growing, highest paying, and most in demand careers in America and the world. The world is only growing more and more dependent on technology and we need to train our students for the jobs of tomorrow. Education still focuses far too much on memorization, English, writing, grammar, math, etc. The careers of tomorrow are going to be highly science, technology, engineering and

math (STEM) based. **Ethical leadership** ensures that all students have access to these opportunities. Even jobs that are traditionally not part of these fields will still require the use of technology and 21st century skills. Almost all professions rely on technology and STEM to some degree, which is why educational leadership should be pushing for the proliferation of computer science courses.

This proposal is designed to expand my existing game design and computer programming courses in high school. For computer science and cybersecurity we are signing up for the biggest nationally recognized competitions such as the Cyber Patriots competition, sponsored by the United States Air Force and Northrop Grumman. We are also competing in the California Mayor's Cyber cup again this year. For Game Design we are entering nationally recognized game jams, which are game design competitions with a theme and a limited amount of time, and I am personally attending the largest game developers conference in the world this year. Additionally, I am part of the educational group at Epic Games, one of the largest game developers and publishers in the world, I continue to work on cutting edge projects with colleagues across the world and across disciplines, I will continue to update and create new tutorials and resources for every aspiring game developer to use, and I am constantly keeping up with all of the latest news, techniques, trends and technology. These **dimensions of leadership** allow me to push myself to be on the cutting edge of the game design world and practice my craft daily in order to provide the highest quality and most up to date, comprehensive education to my students.

Artifact #2

Negative Effects of Covid in Education and Mitigation Strategies

ED 515: Critical Issues in Education

Rationale

One of the largest challenges to educational leadership, and the world for that matter, in the last few decades has been the Covid-19 pandemic. The pandemic sent everyone into lockdown, we did not have a cure, people were panicking and education suffered greatly.

Educational leaders had the challenge of immediately transitioning from the usual in person learning that they have been accustomed to for more than 100 years and had to make the switch to online learning, virtually overnight. This required multiple **dimensions of leadership** to tackle such a complicated and multifaceted issue, such as adaptability, teamwork, critical thinking, and clear messaging. This was not only hard for leadership, but it was hard for teachers, staff, and especially students. Reading, math, science, history, and virtually all metrics of student achievement plummeted during this time. Teachers struggled to understand new emerging technologies and many were unable to keep up. Many teachers quit, which compounded the problem, and many others were not very technically savvy. Additionally, classes like science, p.e., and many others rely on in person learning. This is where educational leaders had to be creative, assertive, and rally everyone together in order to keep student learning on track as best as possible.

Another huge setback was the social emotional learning (SEL) aspect that many students were suffering from. For many students, school is their only or main opportunity to grow socially and emotionally outside of their house. Some students come from less than ideal homes and

some rely on teachers, counselors and staff for help, not to mention nutrition. It was up to leaders, teachers, and staff to provide as much SEL as possible during this impossibly hard, and hopefully once in a lifetime event. For many students, it was the defining event of their school career. Quality educational leaders used it as an opportunity to develop new techniques and find ways to use technology to keep everyone connected and engaged through **ethical decision** making and **purposeful engagement within the profession**.

Moving forward we have learned a lot from the pandemic. We have learned that for many students, in person learning is essential to their mental health, physical health, and educational success. We've also learned that some students thrive when they are able to work at home and find that they focus more. The biggest takeaway is that no matter what happens we must always provide high quality education. The use of technology is a great way to provide equitable education to all, and allow educational choice for parents and students, and to provide the best education for each individual, no matter the circumstances.

References

Blonde, S., & Firenze, p. (2013, May). *A Framework for Making Ethical Decisions | Science and Technology Studies*.
https://www.brown.edu/academics/science-and-technology-studies/framework-making-ethical-decisions

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