

Room # _____ Grade _____

ISTE STANDARDS FOR EDUCATORS ASSESSMENT TOOL

Goal: To identify teachers' tech practices aligned with ISTE standards for Educators with the purpose of preparing students to drive their own learning.

Directions: Record evidence of implementation during observation & rate each standard

Rating Scale

1 = Never 2 = Seldom 3 = Sometimes 4 = Often 5 = Regularly (as appropriate)

Standards	Data/Evidence	Rating
<u>Standard 1: Learner</u> Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.		
1a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.	☐ Regularly work on Learning Management Systems such as Schoology ☐ Personalize & differentiate instruction ☐ Virtual collaboration time ☐ Frequent digital feedback ☐ STEAM/Project-based Learning ☐ Competency-based assessments ☐ New data & analysis digital tools	
1b Pursue professional interests by creating and actively participating in local and global learning networks.	☐ Starting social media chat or groups ☐ Blogs that encourage discussion ☐ Professional Learning Networks ☐ Tweeter ☐ Facebook professional groups	
1c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.	☐ Book Study Groups ☐ Online continue education ☐ Professional Development Presentation ☐ Updated pedagogy & teaching strategies for the 21st century generations	
	TOTAL	
<u>Standard 2: Leader</u> Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.		
2a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.	☐ Be part of school committees ☐ Share technology resources, lessons & digital tools ☐ Mentor & collaborate with teachers ☐ Peer-coaching	
2b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.	☐ Integrate devices, websites, digital tools, apps, technical support, platforms	

2c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.	☐ Open to explore new digital resources ☐ Experiment new digital tool ☐ Analyze & reflect on the value of digital tools' resources	
<u>Standard 3: Citizen</u> Educators inspire students to positively contribute to and responsibly participate in the digital world.		
3a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.	☐ Engage productively with others online ☐ Share creative or intellectual work documented and protected ☐ Virtual social actions: crowdsourcing, crowdfunding or mobilizing for a cause ☐ Use digital tools for entrepreneurship & innovation ☐ No trolling or cyberbullying ☐ Stand up for others online ☐ Be respectful of others' perspectives & experience ☐ Use digital tools to contribute to the common goals and build interpersonal bonds	
3b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.	☐ With students, create goals, norms and approach to learning in the digital world ☐ Encourage students' questions, interest ☐ Assess credibility and usefulness of online sources & resources ☐ Communicate & share across various media formats	
3c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.	☐ Encourage and model copyrights' laws & fair use ☐ Respect network protection ☐ Prevent cyberbullying, trolling or scamming ☐ Support positive digital identity	
3d Model and promote management of personal data and digital identity and protect student data privacy.	☐ Protect students' academically and personal data ☐ Appropriate social media use and groups interactions	
	TOTAL	
<u>Standard 4: Collaborator</u> Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.		
4a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.	☐ Authentic learning experiences ☐ Participate in Professional Learning Communities ☐ Be part of Professional Learning Networks	

4b Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.	☐ Teacher-students relationship encourage modeling & facilitating students learning and collaboration & learning together	
4c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.	☐ Collaborative tools are present ☐ PBL ☐ Solving collaboratively real-world, local & global problems ☐ Design projects & processes	
4d Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning	☐ Interact appropriately with people from other cultures and perspectives ☐ Integrate learning experiences that involve different cultural identities	
	TOTAL	
Standard 5: Designer Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.		
5a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.	☐ Meet students' individual learning needs ☐ Adaptability tools, assistive technology & accommodations ☐ Competence-based learning resources ☐ Tools that facilitate students' reflection ☐ Students ownership over the learning goals	
5b Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.	☐ Students master digital tools to obtain content academic goals	
5c Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.	☐ Rethinking physical space ☐ Blended learning ☐ Flipped classrooms ☐ Online learning ☐ Various device models:1:1, laptops, mobile devices, computer labs, BYOD	
	TOTAL	
Standard 6: Facilitator Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.		
6a Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.	☐ Students set & reflect on their academic goals ☐ Students reflect on their own learning.eg.: Exit slips	
6b Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.	☐ Flipped classrooms ☐ Screencasting ☐ Platforms: Edpuzzle, virtual trips ☐ Classroom ☐ Schoology	

6c Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.	☐ Project-based learning ☐ Robotics lessons ☐ Engineering design process ☐ STEAM	
6d Model and nurture creativity and creative expression to communicate ideas, knowledge or connections	☐ iMovies, ☐ Videos, ☐ Digital books ☐ Powerpoint presentations	
	TOTAL	
<u>Standard 7: Analyst</u> Educators understand and use data to drive their instruction and support students in achieving their learning goals.		
7a Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.	☐ Presentations ☐ Report final projects ☐ Students' e-portfolios ☐ Students' & class blogs	
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.	☐ Quizzes, surveys, tests, Authentic writing, ☐ Discussion & reflection questions ☐ Backchannels chats ☐ Discussion rooms ☐ Digital comments & feedback ☐ Differentiate digital assessments	
7c Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.	☐ Use Learning Managing System to record student's progress ☐ Use data to set academic goals with students	
	TOTAL	