

#1 Foundation of Instructional Design and Pedagogy

- Essential Educational Technology Skills
 - *Educators will be able to*
 - Demonstrate competency when implementing local education agency (LEA) and state provided (USBE, UEN, STEM Action Center) digital learning tools in the classroom.
 - Use technology to find, organize, and curate educational resources.
 - Evaluate hardware and software with regards to instructional goals and student data privacy requirements.
- Essential Pedagogical Understanding and Application
 - *Educators will be able to*
 - Explore and apply instructional design principles and core standards for high quality digital instruction using research-based models of technology integration (PICRAT, TPACK, SAMR, Triple E, etc.) to engage and support learning aligned with LEA goals.
 - Design and implement the appropriate learning modality for various situations (Face-to-Face, Online, Blended, etc.)
 - Engage in a reflective practice and data analysis as part of the instructional cycle.
 - Integrate elements of UDL (Universal Design for Learning) in lessons in order to eliminate barriers to learning.

#2 Professional growth and leadership

- *Educators will be able to*
 - Seek out, join, and participate in local and global learning communities to pursue professional learning and stay current with research that supports student learning.
 - Collaborate with colleagues to identify, adopt, and evaluate digital tools and resources for learning.
 - Plan and provide professional learning experiences for a grade level team, department, school or professional conference.

#3 Supporting (Developing) 21st Century Learners

- Personalized Learning
 - *Educators will be able to*
 - Facilitate student usage of digital tools in a way that enables students to become responsible creators and critical consumers of digital content.
 - Apply the principles of personalized learning to tailor the preferences and interests of various learners as well as instruction that is paced to a student's unique needs.
 - Foster a classroom climate of inquiry and a growth mindset.
- Facilitating Learning Through Collaboration
 - *Educators will be able to*
 - Provide opportunities for students to engage virtually with experts, teams and students, locally and globally.
 - Model and facilitate the responsible repurposing and remixing of digital resources by students.
 - Plan and implement opportunities for students to work collaboratively with others.

- Facilitating Learning Through Creativity
 - *Educators will be able to*
 - Provide opportunities for students to publish and present original content for various audiences.
 - Encourage responsible evaluation of curated material
 - Engage students in the curation of original works.
 - Facilitate opportunities for students to positively affect his or her society as a result of their creative works.
- Facilitating Learning Through Communication
 - *Educators will be able to*
 - Encourage responsible evaluation and appropriate responses to others' online communications.
 - Demonstrate communicating complex ideas clearly and effectively through a variety of digital objects.
 - Foster opportunities for students to demonstrate effective communication skills online.
 - Provide examples of effective online student communication.
- Facilitating Learning Through Critical Thinking
 - *Educators will be able to*
 - Design and facilitate Project-Based Learning (PBL) experiences.
 - Provide opportunities for learners to engage in Computational Thinking learning experiences.

#4 Digital Citizenship and Information Literacy

- Digital Citizenship
 - Educators will be able to
 - Create positive online experiences for students that foster responsible contribution and empathetic engagement.
 - Empower students to recognize and appropriately respond to inappropriate or dangerous online interactions.
 - Promote and model appropriate data privacy practices
 - Guide students to develop a positive and responsible digital identity.
- Information Fluency
 - Educators will be able to
 - Model and instruct students in best practices for information literacy and media fluency
 - Model and instruct students to assess the credibility and usefulness of online resources
 - Model and instruct students to meaningfully interpret large amounts of complex information and communicate and share across various media platforms
 - Model and instruct students in the best practices for fair use, copyright protection and creating original works.
 - Create a culture of learning that provides opportunities for collaboration, critical thinking, creativity, communication (4 C's) which empowers learners to adapt, create, consume, connect"