

## ISTE Standards Example Assignments

Standard	Example Activities
<p><b>I Learner</b> Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Educators:</p> <p>1a - Set professional learning goals to <b>explore and apply pedagogical approaches made possible by technology</b> and reflect on their effectiveness.</p> <p>1b - Pursue professional interests by creating and <b>actively participating in local and global learning networks</b>.</p> <p>1c - <b>Stay current with research</b> that supports improved <b>student learning outcomes</b>, including findings from the <b>learning sciences</b>.</p>	<p>Introduction of professional learning networks, Twitter chats, webinars. Have students search out opportunities.</p> <p><a href="#">ISTE Newsletters by Standard</a></p> <p><a href="#">Google Certification (Level 1) Skill Checklist - Google Certification Level 1</a></p>
<p><b>II Leader</b> Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Educators:</p> <p>2a - <b>Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders</b>.</p> <p>2b - Advocate for <b>equitable access to educational technology, digital content and learning opportunities</b> to meet the <b>diverse needs</b> of all students.</p> <p>2c - Model for colleagues the <b>identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning</b>.</p>	<p><a href="#">Google Certification (Level 1) Skill Checklist - Google Certification Level 1</a></p>
<p><b>III Citizen</b> Educators inspire students to positively contribute to and responsibly participate in the digital world. Educators:</p> <p>3a - Create experiences for learners to <b>make positive, socially responsible contributions and exhibit empathetic behavior</b> online that <b>build relationships and community</b>.</p> <p>3b - <b>Establish a learning culture that promotes curiosity and critical examination of online resources</b> and fosters <b>digital literacy and media fluency</b>.</p> <p>3c - <b>Mentor students in safe, legal and ethical practices</b> with digital tools and the <b>protection of intellectual rights and property</b>.</p> <p>3d - <b>Model and promote management of personal data and digital identity and protect student</b></p>	<p><a href="#">Crash Course Media Literacy</a></p> <p><a href="#">Copyright and Internet Safety Hyperdoc</a></p>

<p>data privacy.</p>	
<p>IV Collaborator Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:</p> <p>4a - Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.</p> <p>4b - Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.</p> <p>4c - Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.</p> <p>4d - Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.</p>	<p><a href="#">Technology Tool Exploration</a></p>
<p>V Designer Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Educators:</p> <p>5a - Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.</p> <p>5b - Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.</p> <p>5c - Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.</p>	<p><a href="#">Flipped Teaching Video Assignment</a></p>
<p>VI Facilitator Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students. Educators:</p> <p>6a - Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.</p> <p>6b - Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.</p> <p>6c - Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.</p> <p>6d - Model and nurture creativity and creative expression to communicate ideas, knowledge</p>	<p><a href="#">Hyperdocs Final Assignment</a></p> <p>Hyperdoc Final Assignment Example:</p> <p><a href="#">Othello Hyperdoc</a></p>

or connections.	
<p>VII Analyst Educators understand and use data to drive their instruction and support students in achieving their learning goals. Educators:</p> <p>7a - Provide <b>alternative ways for students to demonstrate competency and reflect on their learning</b> using technology.</p> <p>7b - Use technology to design and implement a variety of <b>formative and summative</b> assessments that <b>accommodate learner needs</b>, <b>provide timely feedback</b> to students and <b>inform instruction</b>.</p> <p>7c - Use <b>assessment data</b> to guide progress and communicate with students, parents and education stakeholders to build <b>student self-direction</b>.</p>	<p>Kidblog or any Blogging Tool</p> <p><a href="#">Flipgrid</a></p> <p><a href="#">Google Forms</a>/Google Sheets</p>