

NETS-T Self-Assessment

NETS FOR TEACHERS 2008

(International Society for Technology in Education's
National Educational Technology Standards for Teachers 2008)

1 – No parts met

2 – Some parts met

3 – All parts met minimally

4 – All parts met

5 – All parts met with competence

STANDARDS	RATING	ARTIFACT EVIDENCE
1. Facilitate and Inspire Student Learning and Creativity <i>Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments. Teachers:</i>		
a. promote, support, and model creative and innovative thinking and inventiveness.	5	Artifact: Letter to Dean McCormick Goal: Finalize Letter
b. engage students in exploring real-world issues and solving authentic problems using digital tools and resources.	5	Artifact: WebQuest Goal: Prepare additional WebQuest and field test them
c. promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes.	5	Artifact: Wikis Designs Goal: Field test the use of Wikis
d. model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments.	5	Artifact: IIF Invitation Goal: Participate in the IIF Project in SOE

2. Design and Develop Digital-Age Learning Experiences and Assessments

Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS•S.

Teachers:

a. design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.	5	Artifact: Syllabus for Online Course Goal: Teach the course in Summer 2010
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.	5	Artifact: Brain Synchronization Theory Volitional Competency Checklist Goal: Complete action research study with this theoretical base
c. customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources.	4	Artifact: Surveys Goal: Create "MonkeySurvey" and field test them
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.	5	Artifact: Assignments & Assessments Goal: Pilot the use of these items

3. Model Digital-Age Work and Learning

Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society.

Teachers:

a. demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.	4	Artifact: Connotea Bookmarking Goal: Move Library from Private to Public space and share with others
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<p>b. collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.</p>	<p>4</p>	<p>Artifact: Google Docs Goal: Use this technology with students</p>
<p>c. communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.</p>	<p>5</p>	<p>Artifact: Course Navigation Guide Goal: Use Materials with students</p>
<p>d. model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support resources and learning.</p>	<p>5</p>	<p>Artifact: R-RDP Model (An Adaptation) Goal: Share is model with administrators, colleagues, and students</p>
<p>4. Promote and Model Digital Citizenship and Responsibility <i>Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices. Teachers:</i></p>		
<p>a. advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.</p>	<p>5</p>	<p>Artifact: Permissions Goal: Learn more about copyright laws</p>
<p>b. address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources.</p>	<p>5</p>	<p>Artifact: UDL Guidelines/Checklist Goal: Introduce these Guidelines to others interested in issues of equity in classrooms</p>
<p>c. promote and model digital etiquette and responsible social interactions related to the use of technology and information.</p>	<p>5</p>	<p>Artifact: Rights, Obligations, & Netiquette Goal: With student help, develop a more comprehensive list of Netiquette ideas</p>

<p>d. develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital-age communication and collaboration tools.</p>	<p>4</p>	<p>Artifact: Ads by Google Goal: Do more education-related social networking</p>
<p>5. Engage in Professional Growth and Leadership <i>Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources. Teachers:</i></p>		
<p>a. participate in local and global learning communities to explore creative applications of technology to improve student learning.</p>	<p>4</p>	<p>Artifact: ILF Membership and Guide Goal: Become more act in the “Distributed-Learning Community:</p>
<p>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.</p>	<p>5</p>	<p>Artifact: IIF Proposal Goal: Be an active participant in IIF Project at the SOE</p>
<p>c. evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning.</p>	<p>5</p>	<p>Artifact: EDUCAUSE, Podcasts , etc. Goal: Become an active member in the In this learning group</p>
<p>d. contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community.</p>	<p>5</p>	<p>Artifact: NETS-T Self-Assessment Report Goal: Work to improve in each NETS-T standard category. Learn more about NETS-S and NETS-A.</p>