**SUSD Instructional Technology Competencies**

1. **Instructional Technology Fluency**

### The teacher used the following:

|  |  |  |
| --- | --- | --- |
| \*Projector  Laptop  Desktop Computer  Interactive Whiteboard  Response System (Clickers)  Video Camera  Videoconferencing Tools | Document Camera  Digital Camera  iPad/tablet  Cell Phone  Overhead Projector  TV  VCR | Tape recorder  Calculator  Graphing Calculator  DVD/CD Player  Audio equipment (lapel mic & speaker)  Scientific Probeware |
|  | | |

### The teacher used the following software:

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| --- | --- | --- |
| Adobe Reader (pdf)  Excel | PowerPoint  Word | SMART Notebook/ InterWrite  Vision |
|  | | |

### Management of student technology use:

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| --- |
| Management of student technology use:   Teacher cues technology (e.g., Eyes on me, 45 and focus, Vision freeze)  Transition to/from technology seamless  Transition to/from technology not seamless (Explain below in comments) |
|  |
|  |

### Troubleshooting:

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| --- |
| Troubleshooting:   Teacher has a plan/process/procedures posted  Teacher verbalizes the troubleshooting procedures (e.g., Ask 3 before me)  Teacher actively troubleshooting (e.g., antivirus software or other issue)  Teacher monitors and adjusts (e.g., reteach tech process/ model process etc.)  Teacher has student tech aids/jobs established  Students verbalize the troubleshooting procedure (e.g., Ask 3 before me)  Students actively troubleshooting |

## Active Engagement/Differentiation

***This section focuses on the student use of technologies.***

### Students actively using peripherals:

|  |  |  |
| --- | --- | --- |
| \*Laptop |  | iPad/tablet |
| \*Desktop Computer |  | Cell Phone |
| Projector |  | Overhead Projector |
| Interactive Whiteboard |  | TV |
| Response System (Clickers) |  | VCR |
| Video Camera |  | Tape recorder |
| Videoconferencing Tools |  | Calculator |
| Document Camera |  | Graphing Calculator |
| Digital Camera |  | Scientific Probeware |
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### Software used:

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| --- | --- |
| Software used:   PowerPoint  Excel  Word  Audacity  Windows Movie Maker  Photo Story 3  Investigations | Renaissance Learning  Timez Attack  iTunes  Wolfram CDF Player  Google Earth  Google SketchUp8 |

### Mode of Engagement:

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| --- |
| Mode of Engagement   Direct Instruction  Groups/Centers/RTI  Individual/Self-Directed |

### How groups are determined:

|  |  |
| --- | --- |
| Physical Need  Social  Cultural | Academic  Community |

## Digital Resources

Web Resources Used: (Teacher and Student)

|  |  |
| --- | --- |
| Interactive Websites (e.g., simulations, manipulatives) |  |
| Web 2.0 Tools (e.g., Glogster, Linoit, MindMeister) |  |
| Informational Web Resource |  |
| Teacher/Classroom Portal/LMS (e.g., Moodle, Edmodo, Schoology, etc.) |  |
| Educational Games |  |
| Googlesites |  |
| Search Engines |  |
| Virtual Field Trips (e.g., Webquests, wiki, Javaweb) |  |
| Multimedia Sites (e.g., YouTube, Vimeo, VoiceThread) |  |

### RTI resources used:

|  |  |  |
| --- | --- | --- |
| RTI resources used:   MindPlay  Lexia  DynEd | iLearn  e2020  Reading Plus | System 44  Read 180 |

## Collaboration

## Teacher establishes opportunities to collaborate with a variety of people/resources.

### Type of Collaboration Witnessed:

|  |  |
| --- | --- |
| Type of Collaboration Witnessed:   Student with Student  Student with Teacher  Student with Experts  Student with Parents  Student with Other | Teacher with Student  Teacher with Teacher  Teacher with Parents  Teacher with Experts  Teacher with Other |

### Collaboration Tools Utilized:

|  |  |
| --- | --- |
| Collaboration Tools Utilized:   Blogs  Forums  Wikis  Email  Prezi | TodaysMeet  Chat  Collaborative Documents (Google Docs, Web 2.0 tools)  Journals |

## Demonstrations of Learning

***How are students demonstrating their learning using technology?***

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| --- |
| Multimedia Projects (i.e. MovieMaker, Stroome, VoiceThread)  Digital Documents (i.e. Word, Publisher)  Spreadsheets (i.e. Excel)  Presentations (i.e. PowerPoint, Prezi)  Design/Creation Projects (i.e. SketchUp, Gamestar Mechanic, PhotoShop) |

## Digital Presence

The following list shows examples of evidences of an online presence. These are things you would find on the class portal webpage. The items with a \* are required. The other items are possible options to include for a strong digital presence.

### Teacher's Digital Presence includes the following:

|  |  |
| --- | --- |
| \*Class portal (Moodle or Edmodo)  \*Link to Parent (student) Connect  \*Links to 5-8 web resources that are "go to's" for kids  \*Standardized Digital Substitute Plan  Bell Work  Weekly objectives  Lessons  Class portal updated less than two weeks ago  Student Calendar | Homework Assignments (Linked, listed)  Student Assignment Samples (Great work) Password protected?  Collaboration opportunities (i.e. wiki, forums, chats, journals, blogs)  Digital LMS assessments/formatives used  Parent Resources (i.e. Newsletters, web links)  Linked Resources tied to content/learning objectives  Media samples of learning (podcasts, photos, videos, audio)  Links to RTI resources (i.e. Reading Plus, iLearn, Lexia, Read 180, DynEd, e2020, System 44, MindPlay) |