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| **Standard 11: Technology - *The teacher candidate demonstrates technology proficiency, technology integration, and competency in blended/online learning during field and clinical experiences.*** | **N/E**[ ]  | **1**[ ]  | **2**[ ]  | **3**[ ]  | **4**[ ]  | **Evidence/Documentation** |
| * **Technology Proficiency** - Candidate explores and uses a variety of current and emerging technologies to support learning. **Performance Indicators at Level 3:**
	+ Uses a variety of devices, apps, software, and the Internet in the classroom.
	+ Troubleshoots and solves minor tech issues (or accesses support).
	+ Answers technology-related questions from learners in the classroom.
 | **N/E**[ ]  | **E**[ ]  |  |
| * **Technology Integration** - Candidate demonstrates the ability to integrate technology into standards-based teaching, learning, and assessment. **Performance Indicators at Level 3:**
	+ Facilitates learner use of technology for critical thinking, problem solving, creativity, and authentic learning.
	+ Uses technology to facilitate communication and collaboration with learners, families, colleagues and the larger community
	+ Uses technology to personalize learning around learner strengths, interests, and needs and ensures accessibility of digital content and learning technologies for all learners.
	+ Uses technology to implement formative and summative assessments, track student performance data, and adjust instruction to meet learner needs.
	+ Manages the use of technology in the classroom, ensures the safe, legal, and ethical use of technology, and promotes equitable access to technology.
	+ Builds an online professional learning network (PLN) with other educators through social media (Twitter, Facebook, etc.).
 | **N/E**[ ]  | **E**[ ]  |  |
| * **Blended/Online Learning** - Candidate demonstrates the specialized knowledge and skills necessary for teaching and learning in a blended/online learning environment.**Performance Indicators at Level 3:**
	+ Develops or curates online content and instruction for students.
	+ Facilitates student learning both face-to-face and online.
	+ Delivers content or instruction through a learning management system (D2L, Canvas, etc.) or other online digital platform (Schoology, Google Classroom, etc.).
	+ Leverages technology tools so students can learn anywhere, anytime and at any pace or mode that fits their strengths, interests, and needs.
 | **N/E**[ ]  | **E**[ ]  |  |

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| **Performance Rubric** |
| **N/E** | **1 - Ineffective** | **2 – Needs Development** | **3 - Proficient** | **4 - Exemplary** |
| The candidate presents **no evidence** of the ability to use technology or integrate it into the teaching and learning process. | The candidate **inadequately** demonstrates the ability to use technology and integrate it into the teaching and learning process. | The candidate **inconsistently** demonstrates the ability to use technology and integrate it into the teaching and learning process. | The candidate **consistently** demonstrates the ability to use technology and integrate it into the teaching and learning process. | The candidate **continually** demonstrates extensive knowledge and ability to use technology and integrate it into the teaching and learning process. |
| **Additional Rubric Items** |
|  | Candidate chooses to rarely use technology for teaching and rarely facilitates student use of technology for learning.When using technology, candidate struggles with how to use it, how to integrate it, how to manage it, and how to answer student questions about it. | At times, candidate struggles with troubleshooting technology issues or answering student questions about technology.At times, candidate struggles with managing the technology and students are often off task and using technology in ways unrelated to learning.Candidate typically has students using the same technology in the same way to do the same thing or to create the same product to demonstrate their learning (no differentiation or personalization to support diverse learners).Candidate has students mainly using technology for low-level cognitive tasks – knowledge and comprehension – gathering facts on the Internet, drill and practice, etc.Candidate does not always ensure equitable access to technology in the classroom—not every student gets to use technology for learning in the classroom. | Uses a variety of devices, apps, software, and the Internet in the classroom.Troubleshoots and solves minor tech issues (or accesses support).Answers technology-related questions from learners in the classroom.Facilitates learner use of technology for critical thinking, problem solving, creativity, and authentic learning.Uses technology to facilitate communication and collaboration with learners, families, colleagues and the larger communityUses technology to personalize learning around learner strengths, interests, and needs and ensures accessibility of digital content and learning technologies for all learners.Uses technology to implement formative and summative assessments, track student performance data, and adjust instruction to meet learner needs.Manages the use of technology in the classroom, ensures the safe, legal, and ethical use of technology, and promotes equitable access to technology. Builds an online professional learning network (PLN) with other educators through social media (Twitter, Facebook, etc.).Develops or curates online content and instruction for students.Facilitates student learning both face-to-face and online.Delivers content or instruction through a learning management system (D2L, Canvas, etc.) or other online digital platform (Schoology, Google Classroom, etc.).Leverages technology tools so students can learn anywhere, anytime and at any pace or mode that fits their strengths, interests, and needs. | Candidate provides expertise and leadership to other teachers and students in developing technology proficiency.Candidate provides expertise and leadership to other teachers in technology integration or blended/online learning. Candidate explores and uses emerging technologies with students such as Augmented Reality/Virtual Reality, robotics, coding etc...Candidate has students engaging in learning experiences not possible without the use of technology.Candidate promotes creativity and innovation by engaging students in collaborative, hands-on makerspaces to make, explore, create, invent, and learn using high tech and low tech resources.Candidate has students using technology to communicate and collaborate globally with other learners, experts, etc. |