

ISTE Standard for Coaches	Course Artifact	Alignment Rationale
<p>1. VISIONARY LEADERSHIP</p> <p>b. Contribute to the planning, development, communication, implementation, and evaluation of technology-infused strategic plans at the district and school levels.</p>	<p>Gamification Model</p>	<p>The gamification model is a plan for training newly hired teachers in an engaging and highly interactive manner. The model includes the strategies for the participants to progress through 5 levels of the “game” by completing a variety of activities. These levels provide opportunities for the participants to successfully demonstrate proficiency via assessments. As the participants move up the levels, they earn badges, gold stars, and school-related merchandise. This gamified training covers district and school policies, school-specific locations, school-specific personnel, the LMS system, and case studies. The plan utilizes a variety of media in both individual and collaborative activities.</p>
<p>2. TEACHING, LEARNING, AND ASSESSMENTS</p> <p>g. Coach teachers in and model effective use of technology tools and resources to continuously assess student learning and technology literacy by applying a rich variety of formative and summative assessments aligned with content and student technology standards.</p>	<p>Three-tiered Assessment Plan</p>	<p>The three-tiered assessment plan incorporates formative, summative, and confirmative evaluations associated with Order of Operation instruction, which satisfies the Grade 6 Common Core standard 6.EE.1.</p> <p>The formative evaluations include a wide variety of assessments to determine student understanding:</p> <ul style="list-style-type: none"> <li>• “What’s in a Name” categories / sorting activity</li> <li>• “You Tell Me” student-led instruction activity</li> <li>• “You Show Me” sequencing activity</li> </ul>

		<ul style="list-style-type: none"> <li>• Quizlet matching activity</li> <li>• “If you could ask one last question” discussion activity</li> </ul> <p>The summative evaluations include the following:</p> <ul style="list-style-type: none"> <li>• Achievement tests will assess knowledge and understanding associated with the cognitive domain. These tests will include objective test items such as multiple choice and matching, as well as problem-solving questions, similar to the formative assessments</li> <li>• Questionnaires / surveys will determine attitudes, beliefs, and readiness to learn associated with the affective domain. These surveys will include five-point rating scales.</li> </ul> <p>The confirmative evaluations include learner-oriented and context-oriented assessments.</p>
<p>3. DIGITAL AGE LEARNING ENVIRONMENTS</p> <p>a. Model effective classroom management and collaborative learning strategies to maximize teacher and student use of digital tools and resources and access to technology-rich learning environments.</p>	<p>“Tell ‘em in 10”        Active Learning Strategies        PowerPoint Presentation</p>	<p>The “Tell‘em in 10” provides a strategy for developing interactive instruction. The specifications include the following:</p> <ul style="list-style-type: none"> <li>• Create a 10-slide PowerPoint presentation</li> <li>• Incorporate 3 active learning strategies</li> <li>• Include and instructional guide / script for each slide</li> <li>• First 2 slides present “what they will learn”</li> <li>• Final 2 slides present “what they know”</li> </ul>

		<ul style="list-style-type: none"> <li>Effectively chunk information</li> </ul> <p>The <i>Order of Operations</i> “Tell ‘em in 10” presentation incorporates student interactive notebooks, mnemonics, an instructional “music video”, problem-solving processes, student-led instruction, and discussion. Formative assessments are seamlessly blended into several of these activities.</p>
<p>4. PROFESSIONAL DEVELOPMENT AND PROGRAM EVALUATION</p> <p>b. Design, develop, and implement technology-rich professional learning programs that model principles of adult learning and promote digital age best practices in teaching, learning, and assessment.</p>	Versal Course	<p>The <i>Order of Operations</i> Versal course incorporates the content of the Tell ‘em in 10 active strategies presentation, while also encouraging self-directed learning. Versal provides interactive “gadgets” that can be included in the course which allow highly engaging activities and assessments. While the course is created in a coherent sequence, Versal courses allow students to choose the order with which to engage the content based on their preferences. Students also have the ability to replay or practice any of the instructional elements they deem necessary.</p>
<p>5. DIGITAL CITIZENSHIP</p> <p>b. Model and facilitate safe, healthy, legal, and ethical uses of digital information and technologies.</p>	Knovio Recording	<p>The <i>Order of Operations</i> Knovio recording is based on the Tell ‘em in 10 active strategies presentation. Knovio recordings provide both auditory and visual components so that learner preferences are taken into account. While Knovio does not incorporate</p>

		gadgets like Versal, it does allow students to choose the order in which to engage with the content. Since the instruction is customized and created by an instructor or instructional designer, the content can be managed and presented in a safe, legal, and ethical manner.
<p>6. CONTENT KNOWLEDGE AND PROFESSIONAL GROWTH</p> <p>c. Regularly evaluate and reflect on their professional practice and dispositions to improve and strengthen their ability to effectively model and facilitate technology-enhanced learning experiences.</p>	Weebly Digital Portfolio	The Weebly digital portfolio provides a platform with which to present artifacts associated with instructional design course work. Reflections regarding the courses, learning experiences, and artifacts are an integral part of the portfolio content.