2.1 Learner

Educators continually improve their practice by learning from and with others, and exploring proven and promising practices that leverage technology to improve student learning.

A 2.1.a Set Professional Goals

Educators set professional learning goals to <u>apply teaching practices made</u> <u>possible by technology</u>, <u>explore promising innovations</u>, and reflect on their effectiveness.

A 2.1.b Participate in PLNs

Educators pursue professional interests by creating and <u>actively participating</u> in <u>local and global learning networks</u>.

A 2.1.c Keep Current on Research

Educators <u>stay current with research</u> that supports improved student learning outcomes, including findings from the <u>learning sciences</u>.

2.2 Leader

Educators seek opportunities for leadership to support student empowerment and success and to improve teaching and learning.

A 2.2.a Advance a Shared Vision

Educators <u>shape</u>, <u>advance</u> and <u>accelerate</u> <u>a</u> <u>shared</u> <u>vision</u> for <u>empowered learning</u> <u>with technology</u> by <u>engaging with education stakeholders</u>.

A 2.2.b Advocate for Access

Educators advocate for <u>equitable access</u> to technology, <u>high-quality digital content</u>, and <u>learning opportunities</u> to meet the <u>diverse needs</u> of all stude CHAT WITH US Educators model for colleagues the identification, exploration, evaluation, curation
and adoption of new digital resources and tools for learning.

2.3 Citizen

Educators inspire students to positively contribute to and responsibly participate in the digital world.

2.3.a Create Positive Experiences

Educators create experiences for learners to make <u>positive</u>, <u>socially responsible</u> <u>contributions</u> and <u>build inclusive communities online</u>.

2.3.b Evaluate Resources for Credibility

Educators foster <u>digital literacy</u> by encouraging curiosity, reflection, and the <u>critical</u> <u>evaluation of digital resources</u>.

2.3.c Model Safe, Legal, Ethical Practices

Educators <u>mentor</u> students in <u>safe</u>, <u>legal</u>, and <u>ethical practices</u> with digital tools and content.

2.3.d Manage, Protect Data

Educators <u>model and promote</u> <u>management of personal data</u>, <u>digital identity</u>, and <u>protection of student data</u>.

2.4 Collaborator

Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.

2.4.a Collaborate with Colleagues

Educators dedicate planning time to collaborate with colleagues to create <u>authentic learning experiences</u> that leverage technology.

2.4.b Learn Alongside Students

Educators <u>collaborate and co-learn</u> with students to <u>discover and use new digital</u> <u>resources</u>, and <u>diagnose and troubleshoot technology issues</u>.

2.4.c Use Collaborative Tools

Educators use <u>collaborative tools</u> to expand students' authentic, <u>real-world learning</u> experiences by <u>engaging virtually with experts, teams and students</u>, locally and globally.

2.4.d Empower Community to Support Students

Educators use technology to <u>convene and empower a broad community</u> including families, <u>school leaders</u>, and <u>mentors</u> to help students achieve their learning goals.

2.5 Designer

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Educators design authentic, learner-driven activities and opportunities that use technology to accommodate learner variability.

2.5.a Accommodate Learner Differences

Educators use technology to create, adapt and <u>personalize learning experiences</u> that foster <u>independent learning</u> and accommodate <u>learner differences and needs</u>.

2.5.b Design Authentic Learning Activities

Educators design <u>authentic learning activities</u> that <u>incorporate technology to</u> <u>advance student outcomes</u> and develop opportunities for studer <u>knowledge</u>. CHAT WITH US

2.5.c Innovative Learning Environments

Educators apply evidence-based <u>instructional design principles</u> to create innovative and equitable <u>digital learning environments</u> that support learning.

2.6 Facilitator

Educators facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students.

2.6.a Foster Student Ownership of Learning

Educators <u>foster a culture where students take ownership</u> of their learning goals and outcomes in both independent and group settings.

2.6.b Foster Classroom Management of Tech

Educators <u>manage the use of technology</u> and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.

2.6.c Teach Computational and Design Thinking

Educators create <u>learning opportunities</u> that challenge students to use a <u>design</u> <u>process</u> and <u>computational thinking</u> to innovate and solve problems.

2.6.d Model and Nurture Creativity

Educators <u>model</u> and nurture creativity and creative expression to communicate ideas, knowledge or connections.

2.7 Analyst

Educators understand and use data to drive their instruction and support CHAT WITH US achieving their learning goals.

2.7.a Offer Alternative Assessments

Educators provide <u>alternative ways for students to demonstrate competency</u> and <u>reflect on their learning</u> using technology.

2.7.b Use Tech to Create Assessments

Educators use technology to design and implement a variety of <u>formative</u> and <u>summative assessments</u> that <u>accommodate learner needs</u>, provide <u>timely feedback</u> to students and <u>inform instruction</u>.

2.7.c Use Data to Guide Progress

Educators <u>use assessment data</u> to guide progress, <u>personalize learning</u>, and communicate feedback to education stakeholders in support of <u>students reaching</u> <u>their learning goals</u>.

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