ISTE Standards: For Educators

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.

2.1.a Set Professional Goals

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

2.1.b Participate in PLNs

Educators pursue professional interests by creating and actively participating in local and global learning networks.

2.1.c Keep Current on Research

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

2.2 Leader

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

2.2.a Advance a Shared Vision

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

2.2.b Advocate for Access

Educators advocate for equitable access to technology, high-quality digital content, and learning opportunities to meet the diverse needs of all students.

2.2.c Model Digital Tool Use

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 positive, socially responsible contributions and build inclusive communities online.

2.3.b Evaluate Resources for Credibility

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

2.3.c Model Safe, Legal, Ethical Practices

Educators mentor students in safe, legal, and ethical practices with digital tools and content.

2.3.d Manage, Protect Data

Educators model and promote management of personal data, digital identity, and protection of student data.

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 authentic learning experiences that leverage technology.

2.4.b Learn Alongside Students

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

2.4.c Use Collaborative Tools

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

2.4.d Empower Community to Support Students

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

2.5 Designer

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 personalize learning experiences that foster independent learning and accommodate learner differences and needs.

2.5.b Design Authentic Learning Activities

Educators design authentic learning activities that incorporate technology to advance student outcomes and develop opportunities for students to apply their knowledge.

2.5.c Innovative Learning Environments

Educators apply evidence-based instructional design principles to create innovative and equitable digital learning environments 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 foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.

2.6.b Foster Classroom Management of Tech

Educators manage the use of technology 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 learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.

2.6.d Model and Nurture Creativity

Educators model 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 students in achieving their learning goals.

2.7.a Offer Alternative Assessments

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

2.7.b Use Tech to Create Assessments

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

2.7.c Use Data to Guide Progress

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

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