ISTE Standards for Educators:

Facilitative Educator

Lisa Ward
Content Specialist ISU/Center for Educational Initiatives
lkward2@ilstu.edu

Outcomes

- Connect ISTE Standards to the Classroom
- Choosing Technology
- Facilitate Student Learning

ISTE Standards for Educator Standard 6

Facilitator

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

ISTE Standards - Facilitator
Indicator A

Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings

Reflective Questions

What can I change in my practice to empower students to take ownership of their learning goals and outcomes?

How can I collaborate with my students to define learning outcomes, and in what ways do I offer students the opportunity to develop and assess their own learning goals?

“I CAN” Statements Based on Student Standards

Empowered Learner

“I can use technology to set goals, work towards achieving them and demonstrate my learning.”

Digital Citizen

“I can understand the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world.”

Knowledge Constructor

“I can critically select, evaluate and synthesize digital responses into a collection that reflects my learning & builds my knowledge.”

Innovative Designer

“I can use a design process to solve problems by creating new and imaginative solutions using a variety of digital tools.”

Computational Thinker

“I can identify authentic problems, work with data and use a step-by- steps process to automate solutions.”

Global Collaborator

“I can communicate effectively and express myself creatively using different tools, styles, formats & digital media.”

“I CAN” Statements Based on Student Standards

K-5

Empowered Learner

•I can set goals for my learning and reflect on my learning.
•I can connect with other learners to help me learn

Digital Citizen

•I can follow the rules when I’m online.
•I can only tell safe sites my information.

Knowledge Constructor

•I can learn and find answers to real world problems.
•I can decide if a website if a good source to use for research.

Innovative Designer

•I can use a design process to decide how to solve a problem.
•I can use a design process to select different tools to plan how to solve problems

Computational Thinker

•I can collect, understand and show information.
•I can break down problems into smaller parts to solve big problems.

Global Collaborator

•I can help a team in different ways to solve a problem.
•I can work on a team to solve a problem and create a solution.

Share responsibility in developing project and self-assessment rubrics

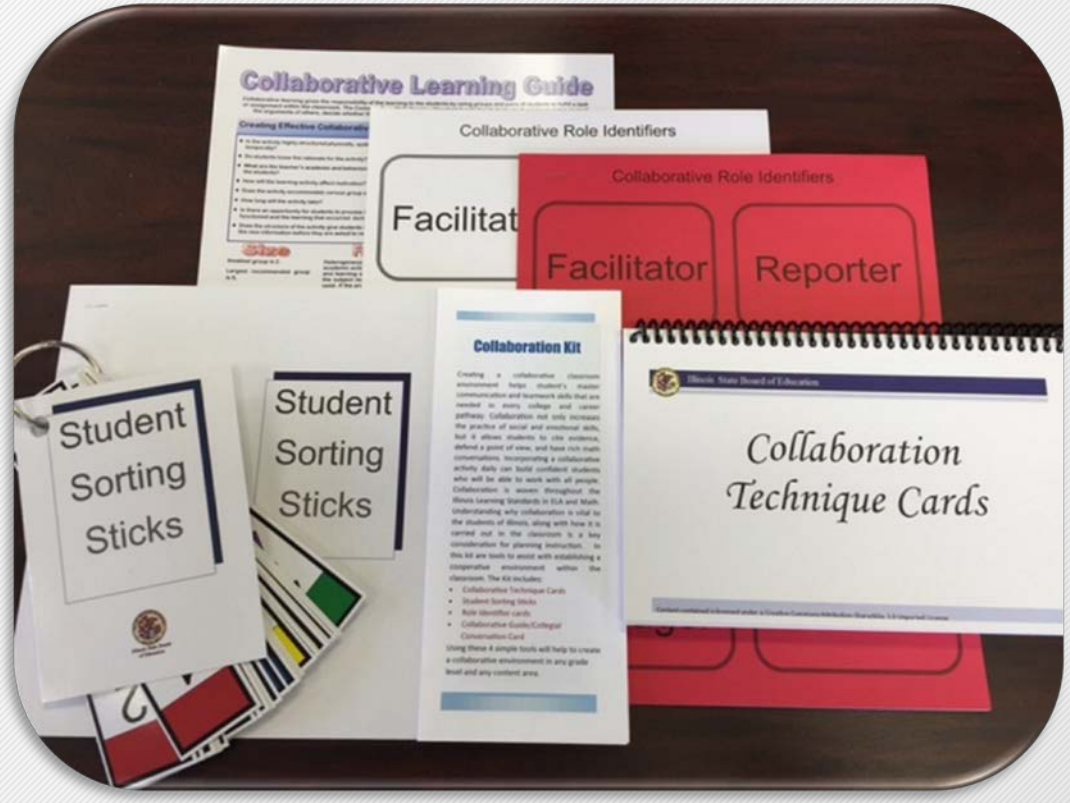
https://www.quickrubric.com/

- Simple rubric creator
- Complete control over the rows and columns
- Users can remove the "Calculation" feature
- No account needed unless user want to save a collection

http://rubistar.4teachers.org/index.php

- Robust rubric creator
- Many samples on the platform
- Can be built with Excel Spreadsheets

Establish Group Norms to foster collaborative work, including roles and tasks.



Not always a TECH answer……

Collaboration Kit includes:

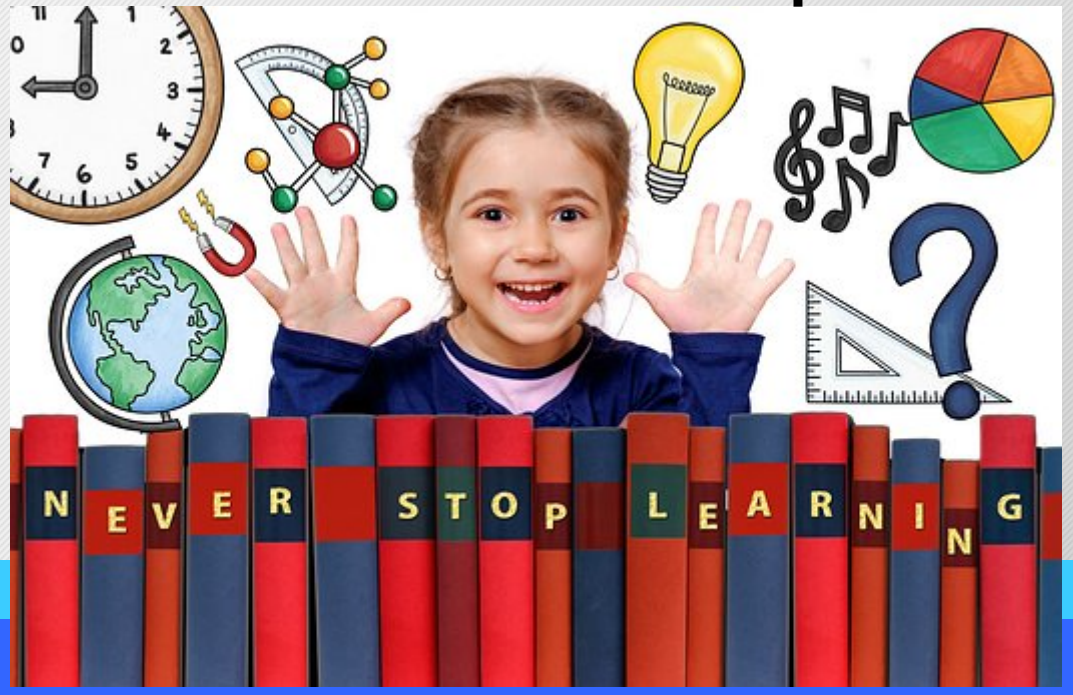
- Collaboration Technique Cards
- ROLE Identifiers for 7 groups
- Collaborative Learning Guide
- Collegial Discussions Guide
- Random Student Sorting Sticks

All pieces of the kit can be downloaded from here:

http://www.ilclassroomsinaction.org/classroom-collaboration.html

ISTE Standards - Facilitator
Indicator B

Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field



Reflective Questions

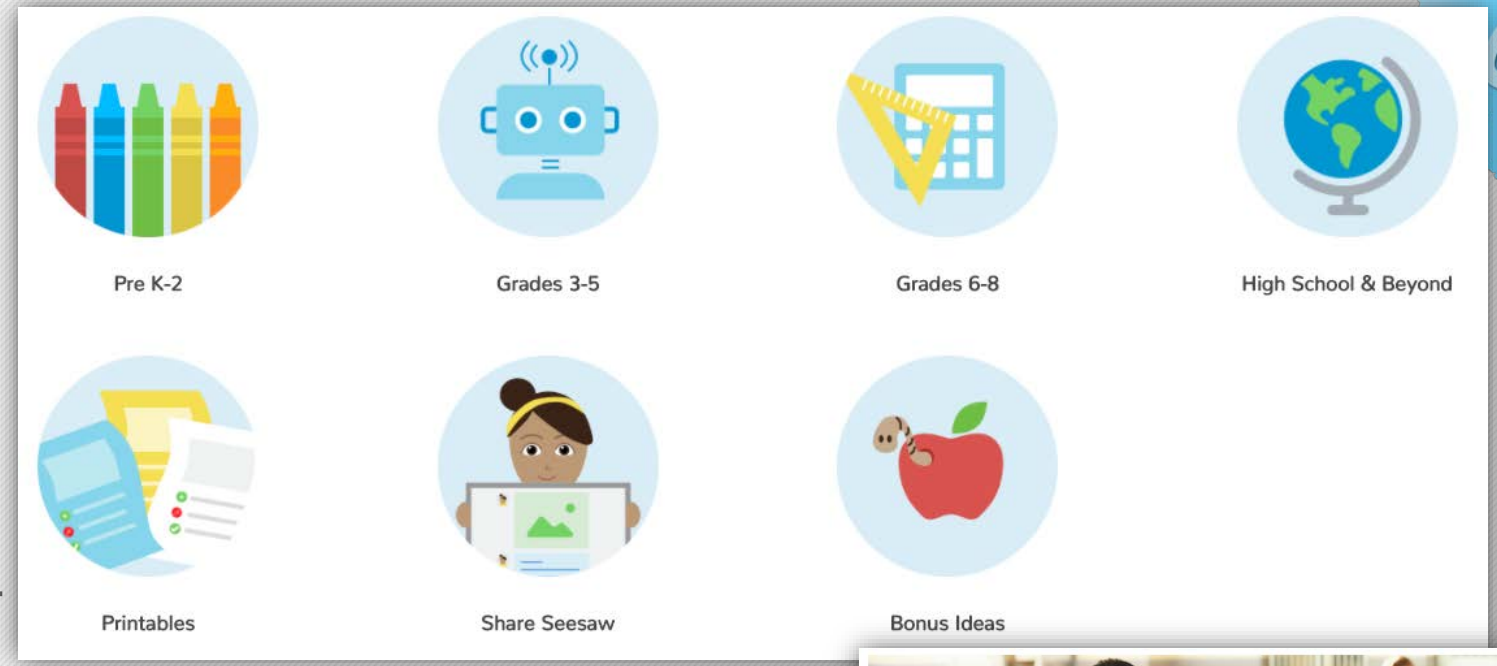
How comfortable am I designing and managing learning in different environments?

Do I understand the capabilities of the digital tools that are availed to me and my students, and how will using the tools help them achieve their goals?

Getting Comfortable

Seesaw

https://web.seesaw.me/



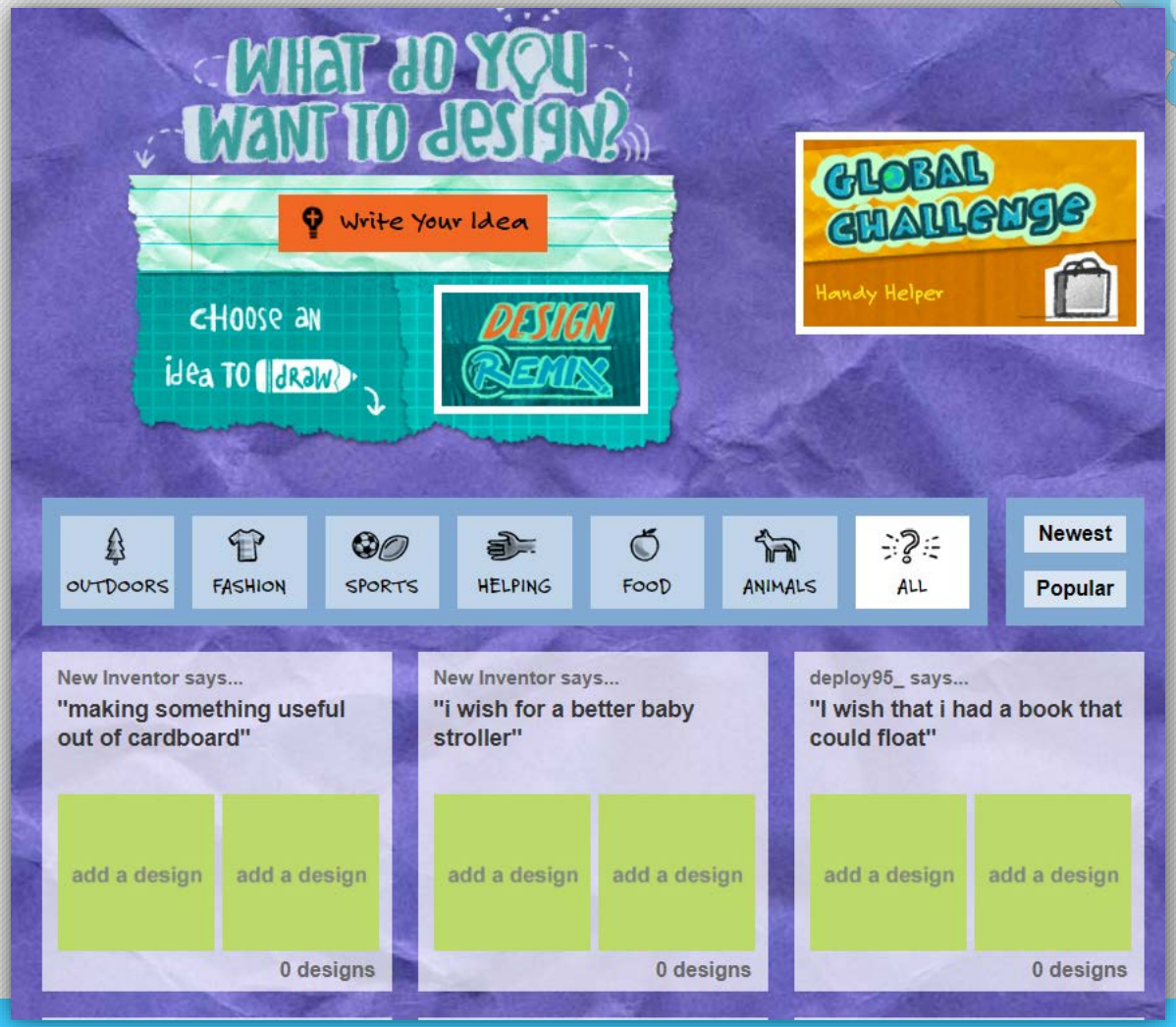
- Student portfolios
- Create TEAM folders for group work
- Works on ALL devices – even KINDLES
- TONS of lesson ideas and activities
- Get started guides for all grade levels
- Artifacts can be upload, taken with a camera, text written and audio/video reflection added to any piece

Maker Space – Good Start!

Design Squad Global

http://pbskids.org/designsquad/

- Online Games
- Design and Build resources
- “Maker” videos
- Lessons and resources for educators



ISTE Standards - Facilitator
Indicator C

Create learning opportunities that challenge students to use a design process and computational thinking to innovate or solve problems.

Reflective Questions

What is my understanding of computational thinking and design processes, and what are resources I can use for further learning?

Am I asking my students to solve meaningful problems?

What is computational thinking in technology?

CODING!

Elementary Resources

Code.org

https://code.org/educate

- Interactive work can begin as early as "pre-literate"
- Teacher accounts in the "studio" to add students
- MANY….MANY educator resources to get comfortable with coding
- "Unplugged" activities as well for when technology isn't available or working

The Foos

http://thefoos.com/

- Interactive work can begin as early as "pre-literate"
- Online, iOS or Android APPs
- Assistance built into the game to guide students

Scratch JR

https://apple.co/2BKHHdE

- Snapping together programming blocks
- For ages 5 - 7

http://bit.ly/2BLkU10

Android Link

What is computational thinking in technology?

CODING!

Secondary Resources

codecademy

https://www.codecademy.com/

- Coding for upper elementary and secondary
- Abundance of resources to develop a course design in many programming languages
- Support base to help even the novice educator

Gamestar Mechanic

https://gamestarmechanic.com/

- Video Game design
- Educators create accounts and have monitoring
- Instructions are given while going on QUESTS
- Community of game designers

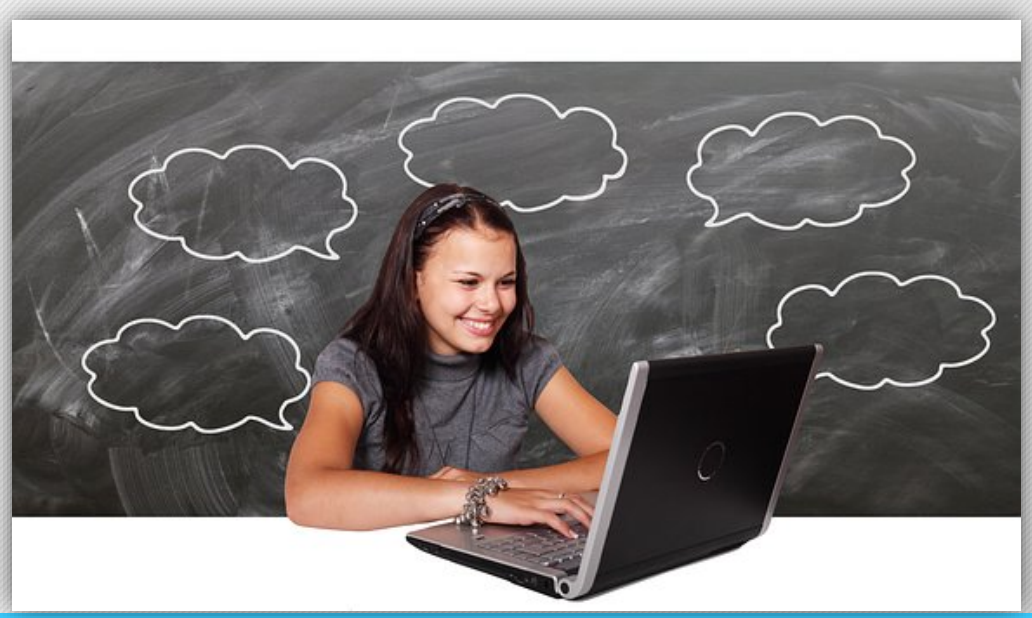
Scratch

https://scratch.mit.edu/

- Snapping together programming blocks
- For grades K-12
- Community of student programmers to share games built

ISTE Standards - Facilitator
Indicator D

Model and nurture creativity and creative expression to communicate ideas, knowledge or connections



Reflective Questions

How am I shifting learning culture from consuming to producing?

Do I provide opportunities for student work to be seen by a larger audience and to have real-world impact?

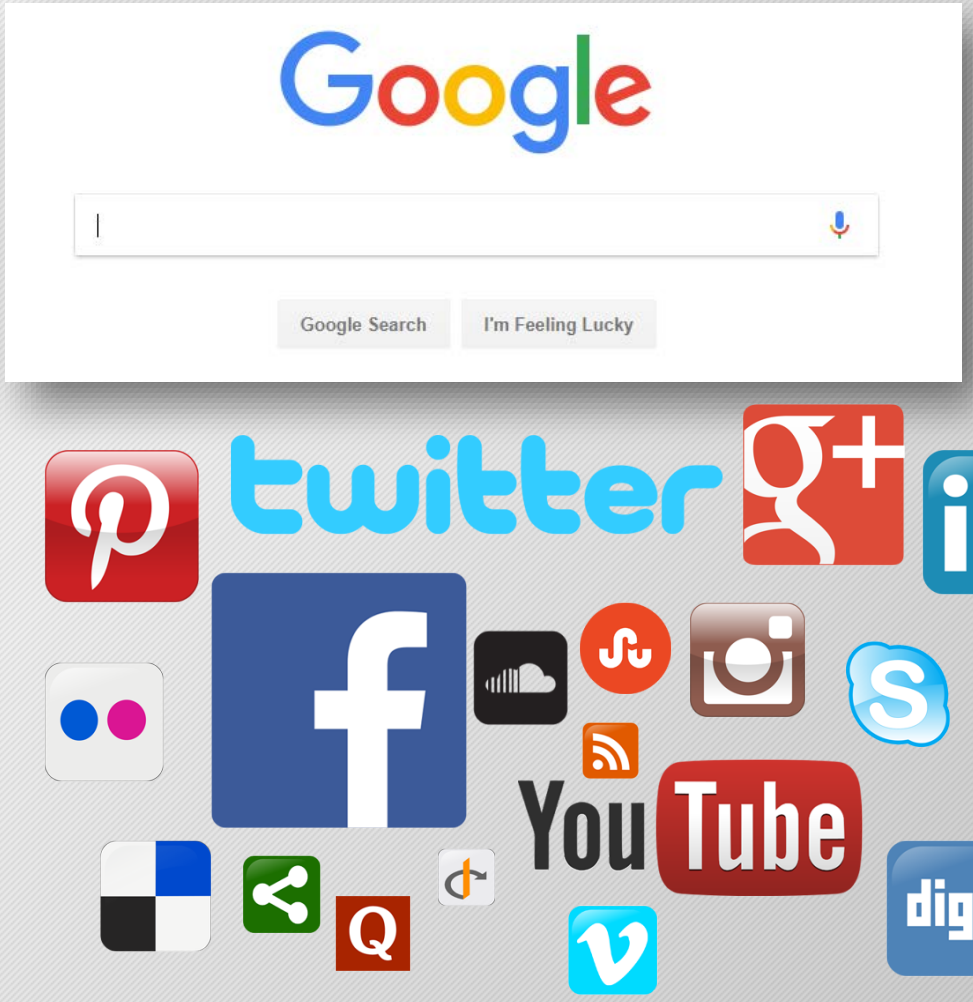
What are students currently using or know how to use?

Docs
Write reports, create joint project proposals, keep track of meeting notes, and much more.

Sheets
Handle task lists, create project plans, analyze data with charts and filters, and much more.

Slides
Create pitch decks, project presentations, training modules, and much more.

Forms
Manage event registrations, create quizzes, analyze responses, and more.



https://www.classtools.net/FB/home-page

Seek Online Projects for Global Projects

All Grades

TIGed Taking it Global for EDU

http://www.tigweb.org/tiged/

- Educators can connect with a global community of classrooms around the world looking for classrooms to collaborate on issues.
- Educators can sign up their classrooms and join a community to connect with other classrooms or just see what is being done around the world.
- Educator resources can be found on the website to get started.

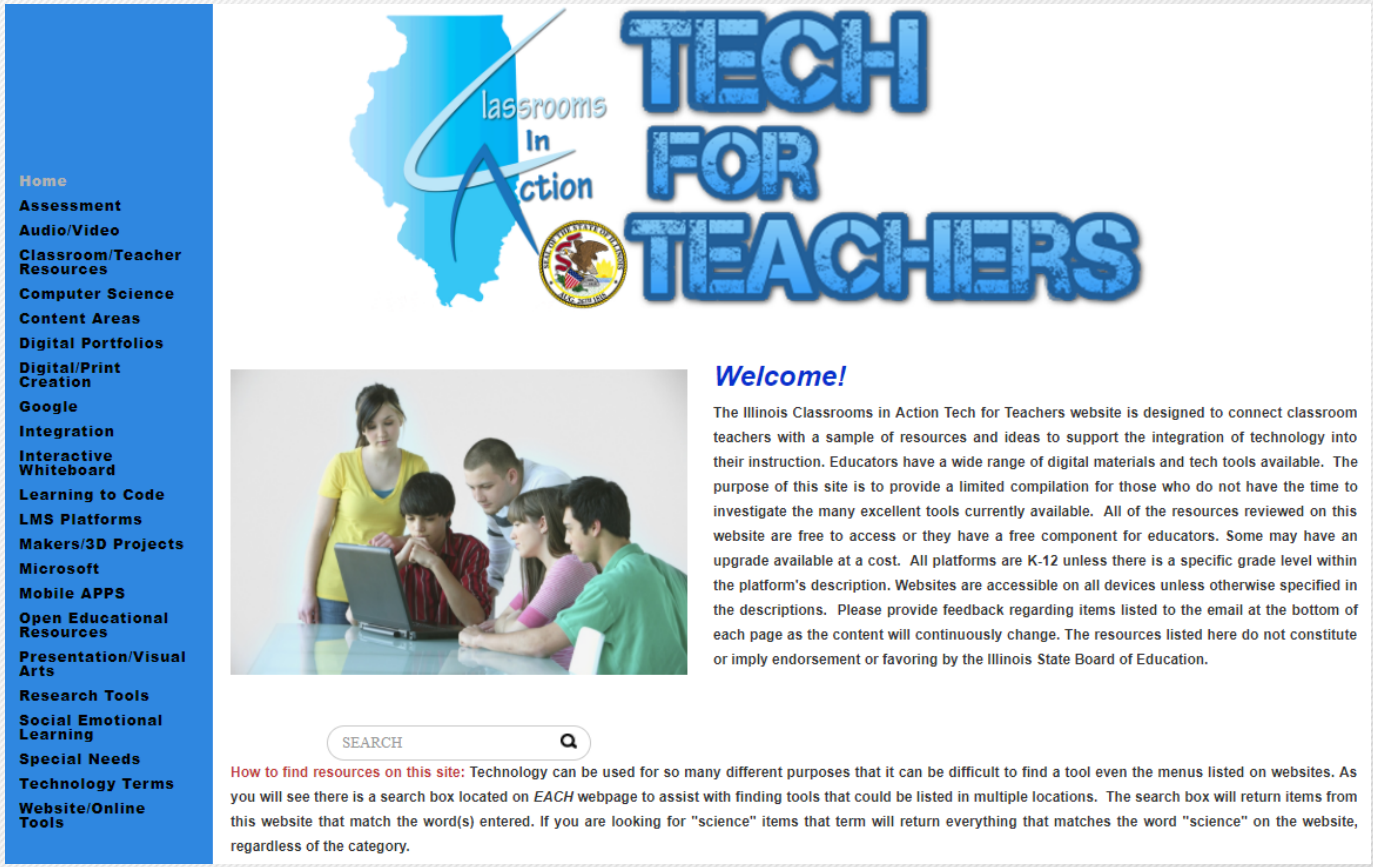
Seek Online Projects for Global Projects

All Grades

My Hero Project

http://bit.ly/2BfsbFs

- Lessons plans with topics like:
  - How should we choose heroes?
  - My hero learning circle
  - Our heroes ourselves
- Community to connect classes from all over the world.



www.ilclassroomtech.weebly.com

www.ilclassroomsinaction.org

Tools and Resources for

ELA

MATH

Science

Social Science

Social Emotional Learning

Technology

Fine Arts

Lisa Ward

lkward2@ilstu.edu