**Standards Identified for BSP 586**

**ISTE Standards and Components**

The International Society for Technology in Education (ISTE) Standards for Educators are the road map to helping students become empowered learners. The standards are designed to help deepen the educational practice of the educator, promote collaboration with peers, challenge educators to rethink traditional approaches and prepare students to drive their own learning. (Adapted from <https://www.iste.org/standards/for-educators>)

1. **Empowered Professional - Leader**. Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.
2. Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.
3. Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.
4. Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.
5. **Empowered Professional - Citizen.** Educators inspire students to positively contribute to and responsibly participate in the digital world.
6. Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.
7. Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.
8. Mentor students in the safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.
9. Model and promote management of personal data and digital identity and protect student data privacy.
10. **Learning Catalyst - Collaborator.** Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.
11. Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.
12. Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.
13. Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.
14. **Learning Catalyst - Designer.** Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.
15. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.
16. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.
17. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.
18. **Learning Catalyst - Facilitator.** Educators facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students.
19. Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.
20. Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.
21. **Learning Catalyst - Analyst.** Educators understand and use data to drive their instruction and support students in achieving their learning goals.
22. Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.
23. 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.