**Standards Identified for BSP 522**

**National Board for Professional Teaching Standards**

The ***National Board Five Core Propositions and Standards (NBPTS)*** describe what accomplished **teachers** should know and be able to do to have a positive impact on student learning.

1. Content Knowledge: Proposition 2: Teachers know the subjects they teach and how to teach those subjects to students.

**CAEP Standards**

The *CAEP Standards for Accreditation at the Advanced-Level* reflect the voice of the education field – on what makes a quality educator. Advanced-level programs are designed to develop P-12 teachers who have already completed an initial preparation program, currently licensed administrators, other certificated (or similar state language) school professionals for employment in P-12 schools/districts. **CAEP Standards must be met by all advanced certification students.**

1. Content Knowledge: Supporting appropriate APPLICATIONS of TECHNOLOGY for their field of specialization.

**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 - 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. Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.

**6) Learning Catalyst - Facilitator.** Educators facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students.

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