

CLASS PDS Program Technology Checklist

USM has adopted the following technology exit standards and objectives for the teacher education students. These are skills and concepts deemed necessary for day to day functioning in the program. Activities/examples that are necessary to complete any of these skills will be arranged to take place during the CLASS PDS seminars, USM Computer Workshops and required LAC 150 computer course, and/or the required courses suggested during the program by PDS site coordinator USM faculty. The student is responsible for keeping this checklist up to date as he/she completes each on the checklist. As the student successfully accomplishes each item, he/she must document what he/she did and the skills he/she used to demonstrate that he/she met that standard. Time will be set aside during every semester conference for the student to describe his/her activities. In some cases, the student may be asked to resubmit documentation that he/she has met the standard. The student will need to submit a copy of this checklist to the Review Panels **prior** to his/her candidacy and exit reviews and be prepared to discuss each standard.

Standards, Objectives, and Documentation

All CLASS PDS graduates should be prepared to meet the following standards and objectives:

I. TECHNOLOGY OPERATIONS AND CONCEPT

Standard: Demonstrate a sound understanding of technology operations and concepts.

General Objective:

A. Demonstrate introductory knowledge, skills, and understanding of concepts related to technology.

Example/s:

General Objective:

B. Demonstrate continual growth in technology knowledge and skills to stay abreast of current and emerging technologies. Example of specific indicators:

Example/s:

II. PLANNING AND DESIGNING LEARNING ENVIRONMENTS AND EXPERIENCES

Standard: Plan and design effective learning environments and experiences supported by technology.

General Objective:

A. Design appropriate learning opportunities that apply technology-enhanced instructional strategies to support the diverse needs of learners.

Example/s:

General Objective:

B. Apply current research on teaching and learning with technology when planning learning environments and experiences.

Example/s:

General Objective:

C. Identify and locate technology resources and evaluate them for accuracy and suitability.

Example/s:

General Objective:

D. Plan for the management of technology resources within the context of learning activities.

Example/s:

General Objective:

E. Plan strategies to manage student learning in a technology-enhanced environment.

Example/s:

III. TEACHING, LEARNING, AND THE CURRICULUM

Standard: Implement curriculum plans that include methods and strategies for applying technology to maximize student learning.

General Objective:

A. Facilitate technology-enhanced experiences that address content standards and student technology standards.

Example/s:

General Objective:

B. Use technology to support learner-centered strategies that address the diverse needs of students.

Example/s:

General Objective:

C. Apply technology to develop higher order skills and creativity.

Example/s:

General Objective:

D. Manage learning activities in a technology-enhanced environment.

Example/s:

IV. ASSESSMENT AND EVALUATION

Standard: Apply technology to facilitate a variety of effective assessment and evaluation strategies.

General Objective:

A. Apply technology in addressing learning of subject matter using a variety of assessment techniques.

Example/s:

General Objective:

B. Use technology resources to collect and analyze data, interpret results, and communicate findings to improve instructional practice and maximize learning.

Example/s:

General Objective:

C. Apply multiple methods of evaluation to determine appropriate use of technology resources for learning, communication, and productivity.

Example/s:

V. PRODUCTIVITY AND PROFESSIONAL PRACTICE

Standard: Use technology to enhance productivity and professional practice.

General Objective:

A. Use technology resources to engage in ongoing professional development and lifelong learning.

Example/s:

General Objective:

B. Continually evaluate and reflect on professional practice to make informed decisions regarding the use of technology.

Example/s:

General Objective:

C. Apply technology to increase productivity. Examples of specific indicators:

Example/s:

General Objective:

D. Use technology to communicate and collaborate with peers, parents, and the larger community.

Example/s:

VI. SOCIAL, ETHICAL, LEGAL, AND HUMAN ISSUES

Standard: Understand the social, ethical, legal, and human issues surrounding the use of technology and apply that understanding in practice.

General Objective:

A. Model and teach legal and ethical practice related to technology use.

Example/s:

General Objective:

B. Apply technology resources to enable and empower learners with diverse backgrounds, characteristics, and abilities.

Example/s:

General Objective:

C. Identify and use technology resources that affirm diversity.

Example/s:

General Objective:

D. Promote safe and healthy use of technology resources.

Example/s:

General Objective:

E. Facilitate equitable access to technology resources for all students.

Examples:
