**Competency Statement:** Teachers will purposefully integrate technology into instruction and assessment to maximize student learning.

These performance indicators define the core knowledge, skills, and dispositions required to build competency.

- Teachers will demonstrate an understanding that technology is a tool for instruction and assessment. [Click Here]
- Teachers will understand the impact of their own dispositions (Flexibility, Problem-Solving, Adaptability, Perseverance, etc.) and develop areas of growth through active reflection. [Click Here]
- Teachers will promote and develop the central dispositions (Flexibility, Problem-Solving, Adaptability, Perseverance, etc.) that foster technological literacy in their learners. [Click Here]
- Teachers will create a technology-enabled learning culture & environment. [Click Here]

These performance levels are mapped to where you self-assessed on the learning progression. Use the results of your self-assessment to pick resources that help you advance to the next performance level.

**Tech-enabled Playlist**

This playlist presents a variety of curated resources aligned to the learning progression and designed to build your knowledge and skills.
Teachers will demonstrate an understanding that technology is a tool for instruction and assessment.

INVESTING

Westonka Edge21: Personalized Learning, 21st Century Skills
This short video summary from Westonka Public Schools’ Edge21 Technology Plan shows how one district is personalizing student learning and embedding 21st century skills through intentionally tech-enabled instruction. 
Source: Westonka Public Schools

How to Integrate Technology
Successful technology integration is more than just getting the tools into the classroom; here are some ideas on how to engage students and enliven your lessons with those tools. 
Source: Edutopia

Aspire: Blended Learning Handbook
This beginner’s guide includes case studies and best practices as well as lesson plans for developing good management routines around implementing technology in the classroom, specifically through the instructional practice of blended learning. 
Source: Aspire Public Schools

DEVELOPING

OLC Quality Framework
This framework by the OLC is a tool for evaluating quality education resources, especially technology and online resources, against the five pillars of quality: learning effectiveness, scale, access, faculty satisfaction, and student satisfaction. By posing the questions in this framework as you sample tech-enabled learning resources, you can begin to build your understanding of how to best evaluate a variety of technology tools. 
Source: Online Learning Consortium (OLC)

Take Three! 55 Digital Tools and Apps for Formative Assessment Success
This tool from the Center for Collaborative Education (CCE) is designed for the self-assessment of practitioner-developed performance assessments for maximizing student engagement. 
Source: Kathy Dyer, Northwest Evaluation Association (NWEA)

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Source: Aspire Public Schools

LEADING

Three Examples of How to Put Assessment Data to Work in the Classroom
The case studies outlined in this blog pose the question: once you’ve used technology to collect your formative assessment data, how can you make that data best work for your students? See how these educators have taken the next step from employing a handy tool to leading a transformational learning experience. 
Source: Kathy Dyer, Northwest Evaluation Association (NWEA)

Flipped-Learning Toolkit: Let’s Talk Tech
Flipped-learning pioneers Jonathan Bergmann and Aaron Sams walk you through the steps you need to take to make blended learning a reality. 
Source: Edutopia & Aaron Sams of the Flipped Learning Network

INNOVATING

Please Note:
The resources in the Leading level will help start you on the path toward innovating, but the ability to innovate only comes with significant experience and practice.
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**INNOVATING**

- iNACOL: Blending Learning: The Evolution of Online and Face-to-Face Education from 2008–2015
  
  This paper discusses definitions of blended learning and explores ways in which blended learning is being developed by a number of schools around the country.
  
  Source: iNACOL

- Good Video Games and Good Learning
  
  This seminal work by James Paul Gee explores the qualities that make video games so compelling to learners and how educators can leverage these aspects in their work for deeper, tech-enabled learning.
  
  Source: James Paul Gee

- Putting Great Teaching at the Heart of Blended Learning
  
  The authors of this blog believe blended learning combines the best in-person instruction and online technology to deliver student-centered learning. They emphasize that, in a tech-enabled, blended learning classroom, the role of the teacher is to help learners build connections, understand the content they’re engaging with, and tailor instruction to meet individual learners’ needs.
  
  Source: James Paul Gee

**DEVELOPING**

- What is the Value of a Teacher?
  
  In a complex digital world, this video explores why teachers are more important than ever. Alan November probes areas where teachers can use technology in the classroom to enhance the value they add.
  
  Source: Alan November, TED talk

- DISD: Digital Online Community
  
  This Google Community offers a place to share resources, ask questions, and look for tools related to tech-enabled teaching and learning.
  
  Source: DISD

**LEADING**

- iNACOL: Promising Practices from Blended Master Teachers
  
  This webinar features the classroom strategies developed by three educators featured in the Blended Master Teacher Project.
  
  Source: iNACOL

- The Changing Role of Educators Series: The Blended Learning Coach
  
  This study looks at shifts in the roles and responsibilities of K-12 educators and the role of the blended learning coach. The researchers identified five themes that make up the work of the blended learning coaches they studied, including emphasis on sound instructional practice over technological tools and emphasizing learner agency and educator collaboration.
  
  Source: Michigan Virtual University (MVU)

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INVESTING

A Cat is Not a Dog and Other Advice for Blended Learning Teachers

This short blog, written by a student, answers some important questions about the best tools, resources, and instructional practices for blended learning from the perspective of a student.

Source: School Leadership 2.0

Technology in the Classroom: What is Digital Literacy?

The author explores milestones in the pursuit of digital literacy for learners. Use these guideposts to develop a technological literacy plan for your classroom or your school and explore the linked resources for more examples and ideas.

Source: Jacqui Murray, TeachHub

Cornerstone Charter Schools: Introduction to Blended Learning

This video provides an introduction to tech-enabled differentiation through blended learning within the context of Cornerstone Charter Schools in Detroit, MI. It includes learner interviews and a rationale for why this approach matters.

Source: Cornerstone Charter Schools

DEVELOPING

TeachThought: What Great Teachers Know About Their Students

This blog gives insight into how to create plans to track important information about your learners.

Source: TeachThought

How Blended Learning Can Support Student Agency

This article explains how blended learning can support learner agency and provides links to numerous other useful resources for building learner agency through the use of technological literacy.

Source: Kristen Vogt, Next Generation Learning Challenges (NGLC)

LEADING

Personalize Learning: Learner Voice Demonstrates Commitment to Building Agency

This blog gives examples of student voice in a tech-enabled context and provides a helpful student voice progression.

Source: Personalize Learning

TeachThought: How Playlists Can Change Learning

This blog provides rationale for why to create tools for building and utilizing playlists in a tech-enabled classroom to facilitate student voice and choice.

Source: TeachThought

INNOVATING

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Click Here

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Performance Indicators

Listen
Watch
Read

KEY

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Listening
Watching
Reading

3REVolutions
Do What You Love. Do Good
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INNOVATING

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DEVELOPING

Implementing the Seven Principles: Technology as Lever

This piece describes the fundamental challenge of a tech-enabled learning environment: using technology to support and promote good teaching and deepen learning. The authors describe the Seven Principles of Good Practice in higher education and then discuss how technology can further their pursuit.


LEADING

4 Tips for Developing Effective Professional Development for Blended Learning

This three-year, research-based, doctoral thesis looks at what 90 percent of educators identified additional necessary skills for effective implementation of blended learning beyond the traditional classroom model.

Source: Stepan Mekhitarian, the Christensen Institute

INVESTING

Next Gen Tools: Blended Learning Classroom Design

Learn about designing the learning space to facilitate Blended Learning and Learner Agency in this learning brief by NGLC.

Source: Next Generation Learning Challenges (NGLC)

Is it Time to Re-engineer Your Classroom?

Engineer your classroom environment with formative assessment in mind and set teachers and learners up for success. By adopting strategies to integrate formative assessment into daily instruction, you will find the places where technology can enable and deepen student learning.

Source: Kathy Dyer, Northwest Evaluation Association (NWEA)

Blend My Learning: Videos

This video collection provides concrete examples of how a differentiated, tech-enabled classroom can look. Dig into the case studies to learn more about instructional approaches, strategies, resources, and tech tools being used.

Source: Blend My Learning

KEY

Listen
Watch
Read

The Learning Accelerator: Communications Planning for Blended Learning

This article provides in-depth advice for communication strategies within a tech-enabled, blended learning context.

Source: The Learning Accelerator

Design Principles for Video Games as Learning Engines

The authors of this researched-based study view good video games as well-designed learning experiences and all good teaching as a design science similar in many respects to video game design. Use the principles outlined in this study in constructing different games to effectively leverage good learning experiences.

Source: James Paul Gee & Mary Lou Fulton