ISTE
Standards

# INTRODUCTION

The ISTE Standards serve as a framework for innovation and excellence in learning, teaching and leading. As a body of work, the suite of standards has guided educator practice, school improvement planning, professional growth and advances in curriculum. The ISTE Standards have been updated as learning have evolved, and now the ISTE Standards will be considered a single work comprising of four sections: Students, Educators, Educational Leaders and Coaches. As a compilation, the ISTE Standards provide a holistic and comprehensive guide to transforming systems in order to transform the lives of our students.

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# SECTION 2: EDUCATORS

## *Empowered Professional*

### 2.1. Learner

Teachers continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Teachers:

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

2.1.b. Pursue professional interests by creating and actively participating in local and global learning networks.

2.1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

### 2.2. Leader

Teachers seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Teachers:

2.2.a. Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.

2.2.b. Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.

2.2.c. Model for colleagues the identification, experimentation, evaluation, curation and adoption of new digital resources and tools for learning.
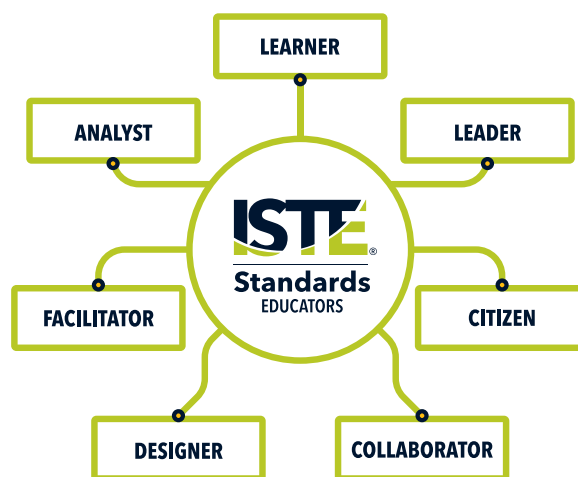
### 2.3. Citizen

Teachers inspire students to positively contribute and responsibly participate in the digital world. Teachers:

2.3.a. Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.

2.3.b. Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.

2.3.c. Mentor students in the safe, ethical and legal practice with digital tools and protection of intellectual rights and property.

2.3.d. Model and promote management of personal data and digital identity and protect student data privacy.

# *Learning Catalyst*

## 2.4. Collaborator

Teachers dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Teachers:

2.4.a. Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.

2.4.b. Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.

2.4.c. Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.

2.4.d. Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

## 2.5. Designer

Teachers design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Teachers:

2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

2.5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.

## 2.6. Facilitator

Teachers facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students. Teachers:

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

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

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

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

## 2.7. Analyst

Teachers understand and use data to drive their instruction and support students in achieving their learning goals. Teachers:

2.7.a. Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.

2.7.b. 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.

2.7.c. Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.

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