



ISTE SEAL OF ALIGNMENT REVIEW FINDINGS REPORT

21Things4Teachers

JUNE 2018

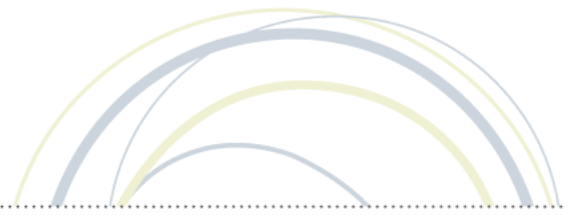
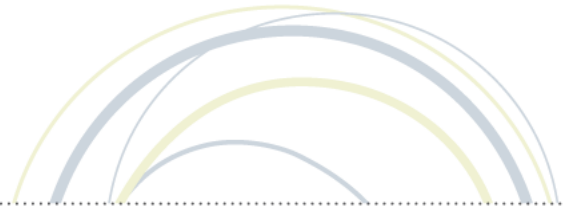


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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is the premier nonprofit membership organization serving educators and education leaders. ISTE is committed to empowering connected learners in a connected world and serves more than 100,000 education stakeholders throughout the world.

As the creator and steward of the definitive education technology standards, our mission is to empower learners to flourish in a connected world by cultivating a passionate professional learning community, linking educators and partners, leveraging knowledge and expertise, advocating for strategic policies, and continually improving learning and teaching.

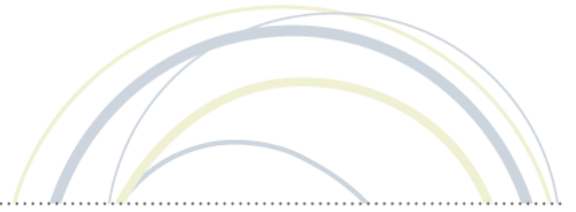
ISTE SEAL OF ALIGNMENT

Resources and products designed with the ISTE Standards in mind are choosing to demonstrate their commitment to support critical digital age learning skills and knowledge. Regardless of a solution's intended grade level, purpose or content area, by addressing the ISTE Standards and earning a Seal of Alignment, a solution is shown to consciously, purposefully and meaningfully support best practices for digital age teaching and learning.

ISTE considers a solution aligned to the ISTE Standards only after an extensive review conducted by trained ISTE Seal of Alignment reviewers, and it has been determined to meet all critical elements of a particular standard indicator in accordance with specific review criteria.

By earning a Seal of Alignment, ISTE verifies that this product:

- Promotes critical technology skills
- Supports the use of technology in appropriate ways
- Contributes to the pedagogically robust use of technology for teaching and learning
- Aligns to the ISTE Standards in specific ways as described in the review finding report



RESOURCE DESCRIPTION

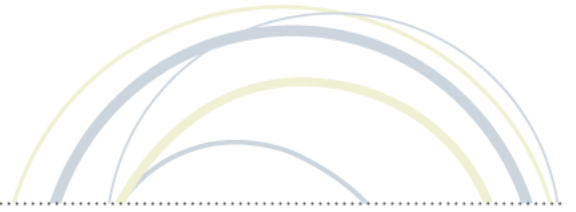
WHAT IS 21THINGS4TEACHERS?

The 21Things4Teachers resource supports teachers in integrating technology tools and strategies in order to transform classroom practice. This comprehensive library of just-in-time resources covers basic technology skills as well as critical elements for learning and teaching in a digital world. Designed to be easy to use, the 21 “Things”, or themes, present free resources for classroom technology integration that have been vetted by educators. Each “Thing” provides teachers with application practice, additional resources to dig deeper, and best practices to model implementation.

Alongside 21 “Things” are also twelve professional development modules available for teachers to practice and apply the resources and strategies in a self-paced learning environment or in collaborative school or district teams. The modules are designed to be completed in 1-3 hours and include tutorials for the technology novice, additional resources to extend the learning for teachers, and resources and links to build professional practice and community.

HOW IS 21THINGS4TEACHERS IMPLEMENTED?

21Things4Teachers is user-directed. Teachers may engage in the 21Things in any order, at any time. They are designed to be practical, current, and immediately applicable in the classroom. The modules contain a variety of examples, resources, and activities designed to meet educators at many skill levels and educational contexts. The professional development modules may be customized for schools, districts, or may be used by individual teachers on their own professional learning path.



ISTE SEAL OF ALIGNMENT REVIEW

Resource: 21Things4Teachers

Organization: Macomb ISD

Date of Award: June 2018

REVIEW METHODOLOGY

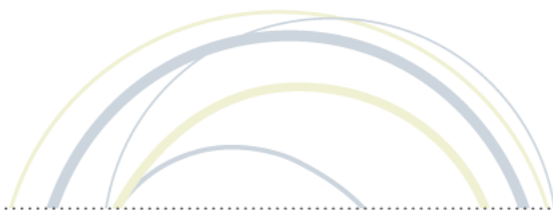
ISTE Seal of Alignment reviews are conducted by a panel of education and instructional experts. Reviewers use data collected both separately and collectively to determine how a solution addresses specific elements described in each of the indicators of the ISTE Standards. Special instruments are used by reviewers to collect data on potential alignment across all resource materials. Alignment is determined based on the extent to which all or some of specific elements are addressed within the materials. Reviewers conduct regular calibrations to assure the validity and reliability of the results and final review findings are combined for an overall score for alignment on each individual indicator.

The 21Things4Teachers resource was reviewed for alignment against the ISTE Standards for Educators, at the Readiness level. Readiness reviews look for evidence of experiences that build a foundation for successfully acquiring knowledge and skills of the ISTE Standards for Educators.

SCOPE OF REVIEW

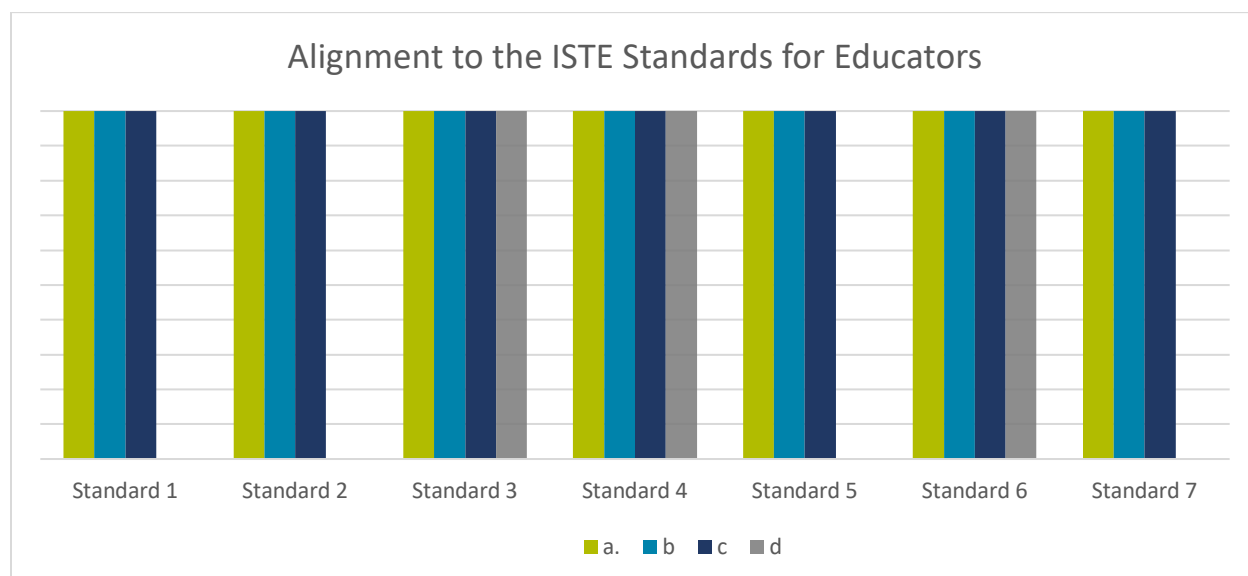
During the review process, reviewers:

- collected data on when and how each activity addressed specific skills and knowledge described in the ISTE Standards for Educators.
- compiled findings to determine overall alignment across all ISTE Educator standards and indicators.
- used aggregate findings to form the basis of the overall alignment results.



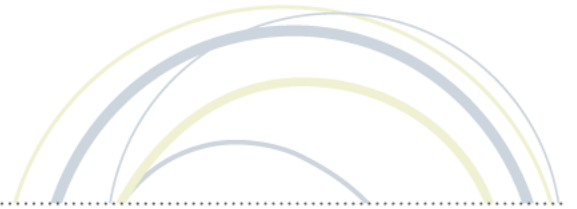
REVIEW FINDINGS

The 21Things4Teachers resource supports the following indicators of the ISTE Standards for Educators:

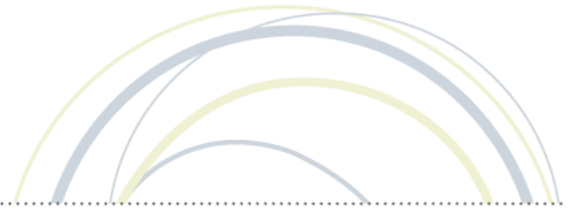


The 21Things4Teachers supports the ISTE Standards for Educators in the following ways:

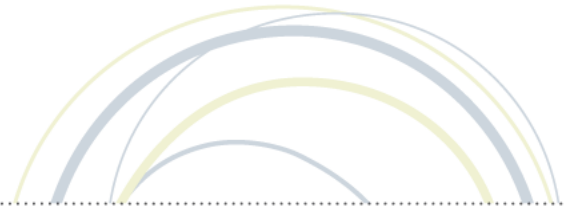
ISTE Standard	Finding Statement
1. Learner	
1.a. Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.	The 21 Things library provides teachers with a comprehensive collection of just-in-time learning activities that facilitate a personalized pathway for all skill levels.
1.b. Pursue professional interests by creating and actively participating in local and global learning networks.	The 21 Things include links and examples of professional networks and learning communities.
1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.	The collection undergoes an annual review to update sources, tools and trends to keep the library current.
2. Leader	



2.a. Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.	Communication and collaboration strategies are referenced throughout, emphasizing the importance of engaging the larger educational community and stakeholders.
2.b. Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.	Equitable access is reinforced throughout the collection with connections to supporting diverse learners and parents. Accessibility is further developed in many of the professional development modules.
2.c. Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.	The structure of each of the 'Things' includes annotations that model the curation process. Evaluation of resources is further enhanced in the professional development modules.
3. Citizen	
3.a. Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.	Resources to build foundational knowledge in digital citizenship are referenced throughout the 21 Things collection.
3.b. Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.	The open-ended examples, from actual classrooms, of how tools may be used give teachers authentic and practical starting points.
3.c. Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.	Principles of digital citizenship are addressed both as important topics and are woven through related topics as appropriate.
3.d. Model and promote management of personal data and digital identity and protect student data privacy.	Student data privacy is covered as a critically important topic as it impacts how students work online and the responsibilities teachers hold in this area.
4. Collaborator	
4.a. Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.	A wide variety of collaboration platforms and tools are explored to facilitate the sharing of expertise across educational communities.
4.b. Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.	A wide variety of collaboration platforms and management tools are explored to facilitate the creation of shared learning communities.
4.c. Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.	Multiple tools for collaboration are introduced to assist teachers in creating real-time, authentic learning experiences for students.



4.d. Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.	The diverse needs of stakeholder communities are addressed where appropriate throughout the library of 'Things.'
5. Designer	
5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.	The 21 Things collection is designed to help teachers learn the tools and strategies to create personalized, independent learning activities for their students.
5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.	The 21 Things collection presents teachers with the tools and professional development to build capacity in using new strategies across content areas.
5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.	The 21 Things collection presents teachers with the tools and professional development to design assessments and learning activities that are engaging for all learners.
6. Facilitator	
6.a. Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings	Tools and strategies are introduced to help teachers empower students to be the drivers of their own learning. Lesson plans and project examples are included to help teachers adopt new tools in their own classrooms.
6.b. Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.	Hardware and device management, learning management in virtual and digital environments are covered to acquaint teachers with practical procedures to build success.
6.c. Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.	The design process is modeled in a variety of learning contexts across all content areas.
6.d. Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.	Acquainting teachers with a variety of tools for students to demonstrate new knowledge is covered in multiple ways with a variety of media.
7. Analyst	
7.a. Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.	Methods for assessing student learning is addressed with a wide array of strategies and tools.



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.	Digital tools are explored for both summative and formative assessment needs. Assessment ideas are presented in the context of varied learning contexts.
7.c. Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self- direction.	The 21 Things and PD Modules explore the current trends in assessment, personalized learning, and how to interpret progress data and use it to inform instruction.

CONCLUSION

21Things4Teachers addresses all indicators of the ISTE Standards for Educators at the Readiness level. This resource offers educators an extensive teacher-directed professional learning suite to support any educator in implementing the ISTE Standards for Students in their classroom. In addition, the 21Things4Teachers and professional development modules support continued professional growth in enhancing teaching practice and setting personal professional goals.