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Teaching Roles
California Commission on Teaching # # #

Specialist
Evaluates performance for improvement
- Provides peer evaluations
- Provides feedback to improve skills and learning
- Track evaluation scores for Individual students for concepts and needs of improvment
- Tracks whole class performance
- Provides Self-evaluation opportunities

Evaluates learning

Advisor
Gives advice and suggestion to critical thinking questions
- Promotes self guided learning behaviors
- Promotes learning task outcomes

Coordinator
Facilitates Learner-Centered environment

Provides social learning opportunites # #

Assigns teams
- Provides Peer Opportunities
- Provides collaborative learning opportunities
- Group by learning styles

Groups students according to individudal projects

Collaborator
Contextualizes and shares learning experiences

Works with colleagues to improve instruction #
- Team teaching opportunities
- Informal sharing of success and failures
- Interdisciplinary activities

Trainer
Guides learning experiences
- Monitoring Digital Citizenship Common Sense Media
- Provides individual / group instruction
- Ensures technology is used accuratly

Instructional Designer #
Structures learning experiences

Planning Lessons
- Integrate Training
- Design and Development

Aligning lessons #
- National Standards #
- Linking to other disciplines

Learning Goals

ISTE Standards
Teacher Standards # #

Communication and Collaboration #
- Communicate information and ideas effectively to multiple audiences
- Develop cultural understanding and global awareness when interacting with learners around the globe
- Facilitate synergy between group members
- Interact, collaborate and publish with peers, experts, or others

Research
- Evaluate and select information from sources and digital tools based on the appropriateness to specific tasks
- Locate, organize, analyze,evaluate, synthesize, and ethically use information from virtual reality sources

Technology Concepts/ Operations #
Demonstrate a sound understanding of technology concepts, systems and operations
- Transfer current knowledge to learning of new technologies
- Troubleshoot systems and applications
- Understand and use technology systems
- Troubleshoot systems and applications

Creativity and Innovation #
Demonstrate creative and critical thinking, construct knowledge, and develop innovative products and processes using technology.
- Apply knowledge to generate new ideas, products or processes.
- Identify trends and possiblities
- Use simulations to explore complex systems and issues

Digital Citizenship
- Leadership
- Personal responsibility for lifelong learning
- Positive attitude in regards to technology.
- Advocate and practice safe, legal and responsible use of information and technology.
- Understand human, cultural and societal issues related to technology. Practice ethical behavior

Behaviors
- Disabling/ Enabling behavior associated with learning
- Changing behaviors as they relate to learning outcomes.

Learning Assessments #
Norm Referenced Testing
- How students perform against others

Criterion Referenced Testing
- Have students achieved a specific skill

Summative Assessments
- Determine if learning objective has been met.

Formative Assessments
- Monitoring student learning improve their learning

Diagnostic Testing
- What do students already know

Sample: Using Common Formative Assessments

Cultural Exchange
Field Trips/ Field Training
- Electives
- Off site experiences

Language Training
- Virutal Immersion programs to memorize foreign language words.
  LINK Example: House of Languages

Virtual Field Trips
- Ability to Immerse Students into new experiences.
  LINK-Example: Google Expeditions

Learning Activities
Creative Learning
- Experimental - Simulations
  - Comprehension of complex concepts / collaborative skills.
- Role Playing
  - Ability to immerse to learn social and life skills
- Storytelling/ Writing
  - Ability to immerse the student inside the story

Collaboration/ Social Interaction
- Presentations and speeches
  - As it relates to confidence and public speaking skills
    - Google Presentations/ Apps
    - Powerpoint
- Play
  - Play as it relates to learning NAEYC-LINK

Hardware
Types of

As relates to Digital Media #
- Video
  - Movie Maker/ Video Editing
  - Publishing
- Editor
- Photograph

as they relate to learning platforms
- Tablets/iPads #
- Camera

as used for digital support
- Mobile Devices

- chromebooks
- laptops
- Computers #

- Fieldtrips
- Simulations
- Virtual Reality # #

Internet #
Online learning platforms # #
- Discovery Education
- Google Education
- Microsoft Office
- Google Apps #
- Google Expeditions # #

Communication #
- Social Networking for Online Collaboration
- Email
- Class Websites

Software #
as relates to learning tools
- Learning Games
- Video editing software
- Class Communication
- Testing