

# ISTE STANDARDS FOR EDUCATORS

## *Empowered Professional*

### 1. Learner

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

- Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.
- Pursue professional interests by creating and actively participating in local and global learning networks.
- Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

### 2. Leader

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

- Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.
- Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.
- Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.

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### 3. Citizen

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

- Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.
- Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.
- Mentor students in the safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.
- Model and promote management of personal data and digital identity and protect student data privacy.





## Learning Catalyst

### 4. Collaborator

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

- a. Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.
- b. Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.
- c. Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.
- d. Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

### 5. Designer

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

- a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.
- b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.
- c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.

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### 6. Facilitator

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

- a. Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.
- b. Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.
- c. Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.
- d. Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.

### 7. Analyst

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

- a. Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.
- 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.
- c. Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.

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