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| **Required INDT Course Projects**  **→** | **SMARTboard Activity**  <http://melissa-neiman-e-portfolio.webnode.com/indt-course-projects/smart-board-activity/> | **Mini Project #1**  <http://melissa-neiman-e-portfolio.webnode.com/indt-course-projects/mini-project-1/> | **Mini Project #2**  <http://melissa-neiman-e-portfolio.webnode.com/indt-course-projects/mini-project-2/> | **WebQuest (Web-Based Inquiry Lesson)**  <http://melissa-neiman-e-portfolio.webnode.com/indt-course-projects/webquest/> | **Reflection Blog**  <http://mn23.edublogs.org/> |
| [**TSIP**](http://lis.virginia.gov/cgi-bin/legp604.exe?000+reg+8VAC20-25-30) **for Instructional Personnel:**  **A**. Demonstrate effective use of a computer system and utilize computer software | √ | √ | √ | √ | √ |
| **B**. Apply knowledge of terms associated with educational computing and technology | √ | √ | √ | √ | √ |
| **C**. Apply computer productivity tools for professional use | √ | √ | √ | √ | √ |
| **D**. Use electronic technologies to access and exchange information | √ | √ | √ | √ | √ |
| **E**. Identify, locate, evaluate, and use appropriate instructional hardware and software to support Virginia’s Standards of Learning and other instructional objectives | √ | √ | √ | √ |  |
| **F**. Use educational technologies for data collection, information management, problem solving, decision making, communication, and presentation within the curriculum | √ | √ | √ | √ | √ |
| **G**. Plan and implement lessons and strategies that integrate technology to meet the diverse needs of learners in a variety of educational settings | √ | √ | √ | √ |  |
| **H**. Demonstrate knowledge of ethical and legal issues relating to the use of technology | √ | √ | √ | √ | √ |
| [**ISTE**](http://www.iste.org/docs/pdfs/20-14_ISTE_Standards-T_PDF.pdf) **for Teachers**:  **1. Facilitate and Inspire Student Learning and Creativity:** Use knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments. | √ | √ | √ | √ |  |
| **2. Design and Develop Digital Age Learning Experiences and Assessments**: Design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards S | √ | √ | √ | √ |  |
| **3.** **Model Digital Age Work and Learning**: Exhibit knowledge, skills, and work processes representative of an innovate professional in a global and digital society | √ | √ | √ | √ | √ |
| **4. Promote and Model Digital Citizenship and Responsibility:** Understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in professional practices | √ | √ | √ | √ | √ |
| **5. Engage in Professional Growth and Leadership:** Continuously improve professional practice, model lifelong learning, and exhibit leadership in school and professional community by promoting and demonstrating the effective use of digital tools and resources | √ | √ | √ | √ | √ |