

Teaching with *Technology*

a reflection tool for educators

Seven roles we step into when we bring technology into the classroom. Rate yourself honestly, note where you want to grow, and come back to it through the year.



Rate *yourself*.

Circle the number that fits for each statement. There are no wrong answers, this is about noticing where to grow.

4 Advanced

3 Proficient

2 Developing

1 Not yet

01

Learner

I set clear professional learning goals for integrating technology into my teaching practice.

4 3 2 1

I actively participate in professional learning networks, local or global, to share ideas about educational technology.

4 3 2 1

I keep current with research and evidence about how technology supports improved student learning outcomes.

4 3 2 1

TIP Fill this out at the beginning of the year, then update quarterly.

02

Leader

I help shape and advance a shared vision for empowered student learning using technology.

4 3 2 1

I advocate for equitable access to technology, digital content, and learning opportunities for all students.

4 3 2 1

I model for colleagues how to explore, evaluate, adopt, and refine technology tools for teaching and learning.

4 3 2 1

TIP Fill in this portion as a reflection quarterly.

03

Citizen

I create meaningful learning experiences where students contribute positively online and build inclusive digital communities.

4 3 2 1

I teach and model how to critically evaluate digital resources for credibility and relevance.

4 3 2 1

I model and promote safe, legal, and ethical use of digital tools and content.

4 3 2 1

I support the management and protection of personal and student data and digital identity.

4 3 2 1

TIP Reflect on specific lessons where technology was used. Fill this in quarterly.

04

Collaborator

I dedicate time to collaborate with colleagues to plan and design technology-rich learning experiences.

4 3 2 1

I learn alongside my students, co-creating and troubleshooting digital tools together.

4 3 2 1

I use collaborative digital tools to engage students in authentic, real-world learning with peers, experts, and global audiences.

4 3 2 1

I invite and empower families, mentors, and the broader community to support student learning through technology.

4 3 2 1

TIP Reflect on specific lessons where technology was used. Fill this in quarterly.

05

Designer

I use technology to personalize and adapt learning experiences to accommodate learner differences.

4 3 2 1

I design authentic, student-driven learning activities that help students apply their knowledge in meaningful contexts.

4 3 2 1

I use evidence-based instructional design and create equitable digital learning environments.

4 3 2 1

TIP Reflect on specific lessons where technology was used. Fill this in quarterly.

06

Facilitator

I foster student ownership of learning goals, outcomes, and use of digital tools in independent and group settings.

4 3 2 1

I manage the use of technology, virtual and physical environments, makerspaces, or field work to support learning.

4 3 2 1

I teach and scaffold computational thinking and design thinking using technology.

4 3 2 1

I model and nurture student creativity and creative expression through digital tools.

4 3 2 1

TIP Reflect on specific lessons where technology was used. Fill this in quarterly.

07

Analyst

I provide multiple and alternative digital ways for students to demonstrate their learning and reflect on their progress.

4 3 2 1

I use technology to design formative and summative assessments that meet diverse learner needs and give timely feedback.

4 3 2 1

I use student data, including data from digital tools, to guide learning progress and personalize instruction.

4 3 2 1

TIP Fill this portion in quarterly.



Why this tool?

This is a starting point for how we use, interact with, and advance technology in our classrooms. It is not a score of doing well or not. It is a way to look at how we can improve our own methods and choices when it comes to technology inside the classroom.