

Technology Integration Coaching Questions for Instructional Leaders Using the DC/MD Standards and Guidelines to Frame Reflection

<i>DC and MD Instructional Standards for Technology</i>	<i>Coaching Questions</i>
Empowered Learner: Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by research	• How are students provided choice as they work to meet their learning goals and select applications that best meet their instructional needs? • How are students able to use technology to seek feedback to improve and revise their learning?
Digital Citizen: Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world safe, legal and ethical.	• What structures do you have in place to ensure that students are able to engage with technology in positive, safe, and ethical ways? • What processes do you have in place to ensure that students respect the rights and work of others?
Knowledge Constructor: Students curate (select and evaluate) a variety of digital resources to construct knowledge, produce creative artifacts to make meaningful learning experiences for themselves and others	• How do you support students as they select and evaluate digital resources so that they are able to construct knowledge? • How are you providing opportunities for students to examine real-world problems and develop possible solutions?
Innovative Designer: Students use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.	• How are you incorporating technology in order for students to generate ideas to design solutions for real-world problems? • How have you identified a variety of digital tools that students can use to design solutions to real-world problems?
Computational Thinker : Students develop processes and employ strategies for understanding and solving problems in ways that leverage the power of technology.	• How have you developed opportunities for students to use digital tools to collect, display, and analyze data in order to solve problems? • How have you included the use of digital tools to help students break down problems and create models that support problem-solving?
Creative Communicator : Students communicate clearly and express themselves creatively using the platforms, tools, styles, formats and digital media appropriate to their goals.	• How have you incorporated technology that allows students to share their own ideas and works clearly, creatively, and effectively through a variety of formats?
Global Collaborator : Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally	• How have you used collaborative digital tools to allow students to communicate with others to share their perspectives and hear the ideas of others? • How do students work together digitally to identify real-world problems and identify solutions?

<i>Maryland Health and Safety Best Practice Guidelines: Digital Devices</i>	<i>Coaching Questions</i>
Plan for purposeful and strategic integration of digital resources that support and enhance teaching and learning.	• How does the use of technology enhance instruction? • How does the use of technology benefit students more than other methods of instruction?
Design learning opportunities that include and promote active engagement.	• How is technology being used to promote active engagement? • How will you embed technology with traditional learning experiences to elevate student engagement?
Encourage students to be creators and producers of content	• How can you elevate the rigor of the lesson by including opportunities for students to use technology to create content instead of being passive users of technology?
Provide a variety of learning environments (e.g. rotation stations, blended learning, collaborative grouping)	• How will you design lessons to ensure that technology is embedded as part of a well-rounded, balanced lesson with opportunities to engage with others?
Limit time on devices – 10 to 20 minutes is recommended. It is recommended that the use of digital devices with younger students be limited.	• How will you organize the lesson and opportunities for active processing to ensure that students' time on devices is limited according to recommendations?
Provide learning assignments that include collaborative on and off screen opportunities.	• How will students process content collaboratively both online and offline? • How will you use technology for students to hear the perspectives of others and share their ideas?
Monitor students while they are using digital devices.	• How do you plan to monitor students as they are engaged with technology to ensure that they are on task and not distracted by alternative digital applications?
Provide equity and address Universal Design for Learning Principles (UDL) by offering alternate ways for students to complete homework and classroom assignments.	• How will you provide options for students in lesson content, process, and product to ensure that learning needs are being met?