

Create Reflective Digital Learning Experiences

Understanding by Design Modeled

Stage 1 - Identify Desired Results	
<p>Established Goals: Teachers will be able to create reflective digital learning experiences, for their students.</p> <p>ISTE Standards for Teachers</p> <p>1.c Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes</p> <p>2.a Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity</p> <p>2.c Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources</p> <p>5.a Participate in local and global learning communities to explore creative applications of technology to improve student learning</p> <p>5.c Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning</p>	
<p>Understandings: A teacher will understand ...</p> <ul style="list-style-type: none"> ● How to evaluate applications for a specific learning objective ● Why using a reflection time as a learning strategy can support student learning ● Focus should be placed on the learning goal and not the application ● Student choice is important to creating an authentic learning environment 	<p>Essential Questions:</p> <ol style="list-style-type: none"> 1. What is the best way to evaluate applications to be used in reflection of learning? 2. How can I support my student's learning by reflections and creations of iPad produced presentations and products? 3. How can learning in community support my student's learning?
<p>Teachers will know ...</p> <ul style="list-style-type: none"> ● How to apply learning goals to iPad application use ● The research behind using reflection as a learning tool ● Facilitate student choice on iPad application selection for showing understanding of learning ● Use critiques to improve their own reflection of learning 	<p>Teachers will be able to ...</p> <ul style="list-style-type: none"> ● Create evidences of learning with an iPad ● Demonstrate to students crafting reflective learning pieces ● Critique other evidences of learning to improve learning of all in a learning community

Stage 2 - Determine Acceptable Evidence

Performance Tasks:

- Develop and present learning outcomes based on state standards of teacher's subject area.
- Create a rubric that can be used by students to determine the app that works best to demonstrate their learning.
- Create a presentation or other product using the iPad showing understanding of reflection as learning.
- Analyze and critique the evidence of learning from colleagues.

Other Evidence:

- Discussion contribution
 - Examples of reflection be used as a learning strategy
 - Collaborative discussion of products produced and relationship to learning goals set

Learner Self-Assessment and Reflection:

- Teachers will write a critique others iPad production pieces and compare their products to other teacher's products.
- Teachers will post a reflection iPad produced presentation or other product to the discussion section of the iTunes U course.

Stage 3 - Plan Learning Experiences

- Content is housed in the iTunes U course "[Create Reflective Digital Learning Experiences: iPads in Education](#)" (O)
- Use an app that relates to teacher's specific subject and creates a product from it that could be an example a student would complete (H)
- Create a learning outcome based on specific subject standards and complete a "Self-Assessment of Learning Outcome Statements" from Appendix 2 of the *Guide to Write and Assessing Learning Outcomes* (W, E, E, T)
- Create a rubric for analysis of iPad apps to use for producing reflection of learning (E, T)
- Determine 3 possible apps that could be used as reflective apps, in specific subject, and complete created rubric for each app (E, R, E, T)
- Create a product of learning from 2 of the 3 chosen apps that were analyzed (E, E, T)
- Submit products of learning as a discussion post and analyze others posted products (R, E, T)
- Reflect on the analysis of others and create a product from an iPad that shows the reflection of their colleague's analysis and critiques (E, R, E, T)