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## DEMONSTRATION OF TECHNOLOGY COMPETENCIES

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The University of Minnesota Morris teacher education program addresses the integration of technology in courses and in field experience. The Minnesota Board of Teaching expects students to document their competence in meeting the technology needs of students and in teaching with technology in our society.

**UMM Technology Standards:** Rate yourself on a scale of 1 to 3. (1 being Seldom and 3 being Consistently)

### 1. Basic Computer/Technology Operations and Concepts.

- \_\_\_ 1.1 Use terminology related to computers and technology appropriately in written and oral communication.
- \_\_\_ 1.2 Connect and utilize hardware and software components of computer systems and apply basic trouble-shooting strategies as needed.
- \_\_\_ 1.3 Use basic computer applications including word processing programs, e-mail, Internet.
- \_\_\_ 1.4 Use imaging devices including scanners, digital cameras, and/or video cameras.

### 2. Personal and Professional Use of Technology.

- \_\_\_ 2.1 Use appropriate tools including PowerPoint to create multimedia presentations.
- \_\_\_ 2.2 Create and maintain a simple web page.
- \_\_\_ 2.3 Use online resources including databases (e.g. ERIC and GIS), curriculum sites (e.g. Marco Polo or Lightspan), and professional development/organization sites to access information and enhance personal and professional productivity.
- \_\_\_ 2.4 Use computer programs including Excel and an electronic gradebook to support data management.
- \_\_\_ 2.5 Use computer programs including Inspiration to support problem solving and decision making.
- \_\_\_ 2.6 Follow program guidelines to maintain an electronic professional portfolio.
- \_\_\_ 2.7 Demonstrate awareness of resources for adaptive assistive devices for students with special needs.
- \_\_\_ 2.8 Understand and follow ethical principles and guidelines for technology use.

### 3. Integration of Technology in Instruction.

- \_\_\_ 3.1 Explore and evaluate developmentally appropriate discipline-specific technological resources and tools for use with P-12 students to enhance student learning.
- \_\_\_ 3.2 Design, deliver, and assess a variety of instructional activities that integrate computer technology in multiple settings and with diverse student populations.
- \_\_\_ 3.3 Design student learning activities that foster equitable, ethical, and legal use of technology by students.