

**Technological Navigator:**

Candidates will use technology critically to access information, to communicate, and as a means of curricular and pedagogical support for higher level thinking.

This means that:

- Candidates assess the value of a technology in relation to the needs of students, the values that the technologies communicate, and the relevance to student learning.
- Candidates make decisions about technologies based on ways in which those technologies aid, limit, or hinder the learning process
- Candidates use technologies in creative and innovative ways while representing the substance of the content being explore
- Candidates develop explorative and creative educational applications of technology
- Candidates use multiple forms of technology for a range of purposes (e.g., communication, presentation, curriculum development, locating information, organization and classroom management, problem solving, learning support, current technological applications)

**Criteria and standards for evaluation:**

	<b>Technological Competence</b>	<b>Creativity</b>	<b>Reflectivity</b>
Target	Able to teach technical competence working at closing the digital disconnect between teachers and learners.	Creates and applies technology to make the learning process itself engaging and invitational.	Takes action to bridge technological divide and to bridge differing learning communities; use technology empower communities
Developing	<u>CTAP2</u>	Adapts materials to the learning styles and needs of audience using technology	Evaluates use of technology for audience needs; evaluates information and materials that are technologically available
Emerging	<u>CTAP2</u>	Does not connect technological applications with learning processes or audiences	Uses technology or technologically available materials without evaluating them in relationship to their audience