

# **RAMAPO RIDGE MIDDLE SCHOOL**

## **INSTRUCTIONAL TECHNOLOGY**

### **EDUCATORS**

#### ***Goals, Roles, & Action***

***2025-2026***

#### **Goal 1 – Technology and Innovative Practices as a Collaborative Tool**

Students will engage in local and global community collaboration among peers and experts through digital communication, online communities, social media, and shared workspaces. Staff will utilize 21<sup>st</sup> Century skills to provide authentic, real-world experiences that allow students to interact responsibly in a digital society.

#### **Goal 2 – Technology and Innovative Practices as an Instructional Tool**

Students will utilize laptops, three-dimensional printers, simulation software, graphing calculators, PASCO/Vernier science probe ware, and other equipment in the classroom to provide blended learning experiences by developing learning competencies, such as thinking critically; using research and information fluency to solve complex problems; and providing opportunities for creativity and innovation through personalized learning experiences.

#### **Goal 3 – Technology to Enhance Communication to the Community**

Staff and students will use online communication methods to share academic, athletic, and co-curricular accomplishments and activities with the community.

## **EDUCATORS**

(from ISTE Standards for Educators)

### **1. Learner**

*Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.*

- Explore and employ pedagogical approaches supported by the integration of instructional technology and assess their effectiveness.

### **2. Leader**

*Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.*

- Provide innovative and inclusive learning opportunities supported by the integration of instructional technology to meet the diverse needs of all students.
- Commit to a continual cycle of exploring, piloting, and assessing new digital resources and tools for learning and share reflections/outcomes with colleagues.

### **3. Citizen**

*Educators inspire students to positively contribute to and responsibly participate in the digital world.*

- Create learning experiences for students to foster positive, socially responsible contributions to the local and global community and develop empathetic behavior that builds healthy, respectful relationships and deepens understanding and appreciation.
- Cultivate a learning culture that promotes digital literacy, digital citizenship, and media fluency through kind, ethical and mindful engagement of available technology.

### **4. Collaborator**

*Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.*

- Utilize common preparation time, Team time, and Content Area Instructional PLC time to collaborate with colleagues to explore pedagogical approaches supported by the integration of instructional

technology and to design authentic learning experiences that leverage the purposeful and meaningful use of technology.

- Employ available technology to expand students' authentic, real-world learning experiences by engaging others in the local and global community.

## **5. Designer**

*Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.*

- Research and engage pedagogical approaches and accessible tools/resources to design innovative and inclusive learning environments that engage and support learning through the intentional integration of instructional technology.

## **6. Facilitator**

*Educators facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students.*

- Provide learning opportunities that require students to demonstrate 21<sup>st</sup> century and future-ready skills and use essential critical thinking, problem solving, decision making, and engineering design processes that are supported by the integration of instructional technology.
- Foster student creativity and expression to communicate ideas/solutions, demonstrate proficiency of content/attributes, skills, and make connections through the intentional integration of instructional technology.

## **7. Analyst**

*Educators understand and use data to drive their instruction and support students in achieving their learning goals.*

- Provide alternative ways for students to demonstrate competency and to reflect on their learning through the integration of instructional technology.

Source:

International Society for Technology in Education (ISTE)

<https://www.iste.org/>