Educational Technology Portfolio

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An educational technology portfolio was completed as a creative component project to meet the requirement for the educational technology masters program in the School of Education at Iowa State University. Artifacts included in this portfolio were aligned to the program’s standards of: 1) Technology Planning and Integration, 2) Digital Citizenship, 3) Research and Assessment, and 4) Visionary Leadership.

The first standard, Technology Planning and Integration, highlights how I plan, design, and implement effective technology supported learning environments and experiences. The artifact I chose to support this standard was a Breakout Redesign Critique. Within this project, I chose to redesign a Breakout EDU lesson to reflect best practices and research on how people learn.

Standard two, digital citizenship, shows how I understand the social, ethical, legal and human issues surrounding the use of technology in educational environments and use that understanding to guide my teaching practice. The artifact I chose to support this standard was a project created through Bloxels to show my students’ understanding and application of digital citizenship, based on the ISTE Standards for Students.
Standard 3, research and assessment, shows how I have applied technology to facilitate a variety of effective assessment and research strategies, focusing on classroom-based educational research projects for my classroom. The artifact I chose to support the Research and Assessment standard was an action research project. The purpose of my Action Research paper was to share the results of a two-month study which focused on how the integration of a digital response app, SeeSaw, impacted fifth grade students’ engagement in reading comprehension.

Finally, standard 4, visionary leadership, shows how I have continuously improved my professional practice and model lifelong learning and exhibit leadership qualities. It also shows how I have taken initiative in providing instructional technology leadership in my school and engage with other professional through participation in local, state, and national organizations. The artifacts I chose to support the Visionary Leadership Standard is a video to demonstrate students coding a sphero and a presentation called “Beyond Hour of Code - Programming in the Classroom” created for a Competency Based Education (CBE) professional development course delivered in the summer of 2018.

Based on the program’s standards through the educational technology masters program in School of Education at Iowa State University, I was able to successfully complete a creative component project for the educational technology masters program in the School of Education at Iowa State University. By doing this, I have shown my professional development in my knowledge of subject matter, teaching, and technology by incorporating contemporary tools and resources.