

**Standard: Teaching, Learning, and Assessment**  
**Element: 2.3 Authentic Learning**  
**Class: ITEC7400**  
**Artifact: Internet Lesson**

*Candidates model and facilitate the use of digital tools and resources to engage students in authentic learning experiences. (PSC 2.3/ISTE 2c)*

**1. Briefly describe the artifact and the context in which it was created. What was your individual contribution(s)?**

This artifact is a lesson that was **modeled and facilitated** about space. Students were actively **engaged** in **authentic** learning through the use of technology standards, content standards, and **digital tools and resources** to research and produce a creative innovative product about space. I used Edmodo to do a pre-and posttest as well as have students answer essential questions daily.

**2. Explain how this artifact demonstrates mastery of the standard/element under which it is placed.**

This artifact meets the standard of **modeling and facilitating** the use of **digital tools and resources** to **engage** students in **authentic learning** experiences. The artifact is an **authentic learning experience** that infuses technology standards, 21<sup>st</sup> century learning skills, content standards, and the use of technology through computers and **digital tools and resources**.

During this authentic learning experience I **modeled and facilitated** safe, healthy, legal and ethical use of the Internet to research using numerous **digital tools and resources**. I also used the Internet to include songs for students who are auditory learners. The **digital tools and resources** that I **modeled and facilitated** helped students complete research and produce a creative product of their choosing. Many students chose power point. I linked **digital tools and resources** in Edmodo daily for students to access with ease.

**3. What did you learn from completing this artifact? What would you do differently to improve the quality of the artifact or the process involved in creating the artifact?**

During this experience I realized I am a little bit over zealous about sharing **digital tools and resources**. The students had a plethora to choose from.

I think when I do this lesson again I need to “tone” down how many **digital tools and resources** I give so that they are not possibly overwhelmed. The students did love the resources offered and wanted more time to explore them.

**4. How did the work that went into creating the artifact impact school improvement, faculty development or student learning? How can the impact be assessed?**

This experience impacts student learning because they have **digital resources** needed to actively be **engaged** in learning through an **authentic learning** experience. The digital resources and tools help students to master the standards. I had students humming the phases of the moon song during the post-test.

The impact of this field experience was assessed using a rubric for products, post-test, and daily essential submissions.