Standard: Digital Learning Environment
Element: 3.1 Classroom Management and Collaborative Learning
Class: ITEC 7445
Artifact: Multimedia Design/ WebQuest

Candidates model and facilitate effective classroom management and collaborative learning strategies to maximize teacher and student use of digital tools and resources. (PSC 3.1/ISTE 3a)

1. **Briefly describe the artifact and the context in which it was created. What was your individual contribution(s)?**
   This artifact is a WebQuest covering the topic of Native Americans. The WebQuest maximizes the use of **digital tools and resources through collaborative learning and facilitates effective classroom management**. I developed this WebQuest for students to have **collaborative learning experiences** and the ability be responsible for their learning.

2. **Explain how this artifact demonstrates mastery of the standard/element under which it is placed.**
   This artifact uses **digital tools and resources** to **maximize classroom management** and **collaborative learning**.
   I developed a WebQuest that helped with **effective classroom management**. Students were actively engaged in learning while using **digital tools and resources** to research six Native American tribes. Students worked in **collaborative** groups to research and produce products. As collaborative groups work together groups report on their progress and ask questions. I monitor other groups throughout each class period.
   I model and facilitate the use of the WebQuest and the **digital tools and resources** that are included. Students use the links on the WebQuest to ensure that there is safe, healthy, legal, and ethical use of the Internet.

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?**
   This learning experience taught me that students like the ability to choose their **digital tools and resources;** however, they are more confident when the **digital tools and resources** are in the WebQuest setting so that they are not "hitting" on inappropriate sites.
   The next time this lesson is taught there needs to be **collaboration** outside of the classroom.

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?**
   The work that went into making this artifact impacts student learning because the WebQuest actively engages students in **collaborative groups** while they research, use **digital tools and resources**, and produce creative products.
   The impact of this artifact is assessed through the use of rubrics and products produced by **collaborative** groups.