

**Standard: Digital Learning Environment**  
**Element: 3.2 Managing Digital Tools and Resources**  
**Class: ITEC 7430**  
**Artifact: Internet Lesson**

*Candidates effectively manage digital tools and resources within the context of student learning experiences. (PSC 3.2/ISTE 3b)*

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

This artifact is a solar system lesson that integrates **digital tools and resources** within the context of student learning experiences. Technology standards and content standards are integrated with digital tools and resources.

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

This artifact demonstrates mastery of the standard by effectively integrating **digital tools and resources** in the **context of student learning experiences**.

The student learning experience that I developed was a solar system lesson integrating **digital tools and resources**. There are numerous **digital tools and resources** that reinforce the technology and content standards.

The **digital tools and resources** include Edmodo a digital tool used daily for assignments and essential questions and quick reference to digital tools and resources, Kidrex a website for research, Brainpop a website for research through use of videos, songs for auditory learners.

**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 artifact taught me that with all of the **digital tools and resources** available that you have to be careful not to give students an overload of resources or they become overwhelmed.

The next time I teach this lesson I will need to look at the number of digital tools and resources because I don't students to be overwhelmed.

**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 artifact impacts student learning because the **digital tools and resources** provide interactive experiences as well as ensure there is an integration of technology. The interactive experiences that student have includes sites like NASA where they can "walk around" in space and see stars or experience phases of the moon. The sites also allow them to "see" the planets in space.

The assessment for **digital tools** and the impact of this assessment includes rubrics, power point presentations, prezis, and brochures.