

**Standard: Digital Learning Environment**  
**Element: 3.3 Online and Blended Learning**  
**Class: ITEC 7430**  
**Artifact: Internet Lesson**

*Candidates develop, model, and facilitate the use of online and blended learning, digital content, and learning networks to support and extend student learning and expand opportunities and choices for professional learning for teachers and administrators. (PSC 3.3/ISTE 3c)*

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

This artifact is a science lesson that integrates the use of **online and blended learning and digital content**. The lesson was posted using Edmodo which is an online site. Students use Brainpop for research videos and Kidrex for a safe student web browser. Students utilize online resources to produce products including a poster, brochure, power point, or Prezi. Students also use Word to organize their findings.

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

This artifact meets mastery of the standard, as it is a **blend** of the use of **online and learning including digital content**.

During the making of this artifact I **developed, modeled, and facilitated** the use of digital content and printed resources to use for mastery of content and technology standards. I **modeled and facilitated** how to use Edmodo for daily assignments and essential questions, Brainpop for research videos, and Kidrex a safe student web browser. I also **modeled and facilitated** how to use Word for organizing research.

This artifact extends student **learning and opportunities** by providing digital content that is not flat but 3D.

**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?**

The thing that I learned from this experience is how to use several web 2.0 tools that could be implemented in classroom instruction and teaching others to use technology.

The thing that I would change is to host the lesson on a Weebly so that students would have ease of negotiating to the digital content.

**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 impact of this artifact improved student learning. Each fourth grader has a computer at a 1:1 ratio and blending learning with online and digital content is essential to them gaining 21<sup>st</sup> century skills and mastering technology standards. The impact of student learning for this artifact was assessed by using a pre-test and post-test to look for student growth. Students were also assessed using a rubric of their presentation and product.