**PERSONAL PROFESSIONAL GROWTH PLAN**

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As a constructivist teacher and techie person, I appreciate the comfort and many benefits that technology has brought into the classroom. Each day, teaching and learning are becoming challenging and interesting at the same time. With the fast evolution of technology in the 21st millennium, teachers like me need to be critical thinkers to focus on the use of technology instead of the tool itself. To be able to address the needs of diverse students and students with learning disabilities, teachers must use available technology to deliver the lesson that can engage students and learn in a way that will give them a meaningful experience which can help them prepare themselves for the future. I’d like to continue integrating technology into my classroom instruction and share my ideas and experiences to fellow Math teachers so we can enhance and foster the cognitive and social skills developments of the learners and among others. Aside from, I will still keep looking on best practices and pedagogy that will entice the students to be a part of educating themselves and even collaborating with others so they can own their learning. It is also important to help our students as well as fellow teachers to choose which tools help and encourage students to learn better and equip them necessary skills for their future career endeavours. With these aspirations, I would like to direct my personal growth plan, in line with my teaching philosophy and expectations of offering quality educations that cares and fosters student-centered learning, to give provide opportunities to students to excel academically, work with others with respect, show accountability, and be responsible of whatever their interest take them to explore what the world has to offer and what they can contribute as global citizens.

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| GOAL 1: | ***To create an online professional learning community for Math teachers teaching Chinese students in an English language environment setting.*** |
| TECHNOLOGY FOCUS: | Websites, Online Resource Depot, Online Collaboration, Computer Software, Mobile Apps, Interactives, Simulations |
| ISTE TEACHER STANDARDS | ISTE for Teachers #5 - Engage in Professional Growth and Leadership  *Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources*.  ISTE for Teachers #3 - Model Digital Age Work and Learning  *Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society.* |
| HOW WILL THE ACHIEVEMENT OF THIS GOAL BENEFIT STUDENT LEARNING? | a) New and beginning teachers will have ideas about integrating technology in class instruction shaped by vision and experiences. Thus, students will experience new technology that will help them learn better, become more productive, and acquire effective teaching pedagogy.  b) Students will be exposed to technology which makes learning more meaningful and competitive globally.  c) Other teachers of same area topics but different geographical location can assimilate their hands on ideas with fellow teachers online. |
| ACTION STEPS TO ACCOMPLISH THIS GOAL | a. Participate in local and global learning communities to explore creative applications of technology to improve student learning.  b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others.  c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning.  d. Contribute to the effectiveness, vitality, and self renewal of the teaching profession and of the school and community.  e. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.  f. Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.  g. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital age media and formats.  h. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.  i. Research more about technology integration in classroom setting.  j. Gather effective ideas that can be easily learned by teachers and use in class.  *(Excerpt from the ISTE for Teachers)* |
| TIME FRAME | Ongoing, to be completed by August 1, 2017 |
| MEASURE OF SUCCESS | 1) Use of technology is evident in classroom setting.  2) Students will have hands-on experience of recent technology they need to learn to compete globally.  3) Students know how to use computer software and mobile apps to aid their learning in Math. |
| RESOURCES NEEDED | Weebsite Developer – Weebly, Youtube Tutorials, Computer Software and web browsers, Mobile Apps, Computer with internet access, |

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| GOAL 2: | ***To give a presentation for purchase of class set of iPads for Grade 10 students of Nanchang No.*** |
| TECHNOLOGY FOCUS: | Powerpoint, Digital Citizenship, iPads, Media Literacy |
| ISTE TEACHER STANDARDS | ISTE for Teacher # 4 - Promote and Model Digital Citizenship and Responsibility  *Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices*.  ISTE for Teacher # 3 - Model Digital Age Work and Learning  *Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society*. |
| HOW WILL THE ACHIEVEMENT OF THIS GOAL BENEFIT STUDENT LEARNING? | 1) Students will have access to iPads that contains apps that will help them learn better.  2) Parents will have a better idea and understanding how technology can fill the gap of language barrier of their children.  3) Students will take responsibility of their actions and develop different skills that will help them succeed in the future. |
| ACTION STEPS TO ACCOMPLISH THIS GOAL | a. Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources  b. Address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources  c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information  d. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital age communication and collaboration tools  *(Excerpt from the ISTE for Teachers)* |
| TIME FRAME | July 1 – August 15, 2017 |
| MEASURE OF SUCCESS | 1) Successful purchase of iPads  2) Good feed backs and successful stories of how the use of technology in class instruction help students be prepared in 21st century education. |
| RESOURCES NEEDED | Apple iPads, Various Apps |

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| GOAL 3: | ***To introduce graphing technology for Math 10 and other apps that can help students understand math concepts and perform better academically.*** |
| TECHNOLOGY FOCUS: | Desmos |
| ISTE TEACHER STANDARDS | ISTE for Teachers # 1 - Facilitate and Inspire Student Learning and Creativity  *Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.*  ISTE for Teachers # 2 - Design and Develop Digital Age Learning Experiences and Assessments  *Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS·S.* |
| HOW WILL THE ACHIEVEMENT OF THIS GOAL BENEFIT STUDENT LEARNING? | 1) Students will have better conceptualization of graphing with the use of technology and other related math lessons.  2) Students with interest in engineering or designs will be given opportunities to enhance their abilities or talents.  3) Students will display higher critical thinking and problem-solving skills. |
| ACTION STEPS TO ACCOMPLISH THIS GOAL | a. Promote, support, and model creative and innovative thinking and inventiveness  b. Engage students in exploring real-world issues and solving authentic problems using digital tools and resources  c. Promote student reflection using collaborative tools to reveal and clarify students’ conceptual understanding and thinking, planning, and creative processes  d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments.  *(Excerpt from the ISTE for Teachers)* |
| TIME FRAME | February 13 – March 31, 2017 |
| MEASURE OF SUCCESS | 1) Students know how to use Desmos.  2) Teachers can design activities using Desmos.  3) Students with interest especially in engineering or designs will likely be more interested in exploring their skills. |
| RESOURCES NEEDED | Desmos App, Computer with internet access |

*Reference:*

<http://www.iste.org/standards/standards/standards-for-teachers>