

## Contest Rules

1. **Video Submission Details**-- Submit a new video entry via web link (uploaded to YouTube, Teacher Tube or a similar type of video hosting service, 4 to 7 minutes maximum in length of your interactive classroom success story, innovative teaching practice, or your vision for engaging students through technology. Submissions must incorporate the use of technology, i.e. classroom computers, interactive whiteboards, video, software, etc.

2. **Judging**—Rubrics based on the following new ISTE Educational Technology Standards for Teachers:

### a. 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. Teachers:

- 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.

### b. 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. Teachers:

- a. design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.
- b. develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress.
- c. customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources.
- d. provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching.

### c. Model Digital-Age Work and Learning

Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society. Teachers:

- a. demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations.
- b. collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation.
- c. communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.
- d. model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning.

### d. 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. Teachers:

- 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.

1. **Judges**--The MindShare Learning Report Publisher and Editor(2), HP Title sponsor representative (1), MindShare Learning Report Advisory board member (1), one (1) educator, (1) Principal

### **How will prizes be awarded?**

Winners will be contacted by telephone and email prior to the end of the month of the submission date. Winners will be announced in the MindShare Learning Report eMagazine on the first Wednesday of the month following the submission deadline.

Sponsors will ship prize packages directly to the winning schools. Prizes are intended for utilization at their respective school and not considered the teachers personal winnings.

### **Additional Rules and Regulations**

1. Open to full-time K-12 educators' working in a publicly funded Canadian School and holding a valid teaching certificate.
2. Teachers must seek approval from their school principal to participate.
3. Group submissions by a school are permitted.
4. Only one submission per school.
5. Submissions must be in video format and uploadable to YouTube, TeacherTube, or a similar video hosting service.
6. The maximum minimum length of the video is 4 minutes and the maximum is 7 minutes.
7. Please seek appropriate approvals from video participants in the event your submission is successful and we wish to showcase your video.
8. Prizes must be accepted as awarded. There is no cash value.
9. Winners must be prepared to participate in award ceremonies and agree to their photo being published.