

# UNSTRUCTURED Field Experience Log & Reflection

## Instructional Technology Department – Updated Summer 2015

<b>Candidate:</b> Miranda Jacobs	<b>Mentor/Title:</b> Mrs. Mitchell/Teacher	<b>School/District:</b> Ware Co. Learning Center/Ware Co. Schools
<b>Course:</b> ITEC 7500 Capstone Exp & Portfolio		<b>Professor/Semester:</b> Dr. Shields/ Fall 2019

(This log contains space for up to 5 different field experiences for your 5 hours. It might be that you complete one field experience totaling 5 hours! If you have fewer field experiences, just delete the extra pages. Thank you!)

Date(s)	1 <sup>st</sup> Field Experience Activity/Time	PSC Standard(s)	ISTE Standard(s)
11/5/2019	Technology Workshop over Quizziz and Kahoot/5 hours	PSC: 1.1, 1.2, 2.6, 4.1, 5.1, 5.2, 5.3	ISTE: 1b, 2b, 2c, 3a, 4d, 6b, 7b

**First Name/Last Name/Title of an individual who can verify this experience:** Mrs. Clemmie Mitchell/ Mentor

**Signature of the individual who can verify this experience:**

Clemmie Mitchell

### DIVERSITY

(Place an X in the box representing the race/ethnicity and subgroups involved in this field experience.)

Ethnicity	P-12 Faculty/Staff				P-12 Students			
	P-2	3-5	6-8	9-12	P-2	3-5	6-8	9-12
<b>Race/Ethnicity:</b>								
Asian								
Black	x							
Hispanic								
Native American/Alaskan Native								
White	x							
Multiracial								
<b>Subgroups:</b>								
Students with Disabilities	x							
Limited English Proficiency								
Eligible for Free/Reduced Meals	x							

### Reflection

(Minimum of 3-4 sentences per question)

**1. Briefly describe the field experience. What did you learn about technology coaching and technology leadership from completing this field experience?** In this field experience, I collaborated with a colleague to demonstrate how two Web 2.0 tools, Quizziz and Kahoot, work in the classroom. I researched information about the two technology websites and demonstrated how to create an account for each site for teachers. I also showed how students could create a student account; both sites can be used without a student account. Students can participate by joining with a unique code provided for each practice. The skills and knowledge that I have gained throughout this program helped me conclusively demonstrate to my colleague how to implement Web 2.0 tools within the classroom that promotes student learning and engagement while providing a safe online learning environment.

**2. How did this learning relate to the knowledge (what must you know), skills (what must you be able to do) and dispositions (attitudes, beliefs, enthusiasm) required of a technology facilitator or technology leader? (Refer to the standards you selected above. Use the language of the PSC standards in your answer and reflect on all 3—knowledge, skills, and dispositions.)**

**Knowledge** – In this learning experience, it related to the knowledge of me being knowledgeable of Kahoot and Quizziz, and how they are used for student learning to help students master their learning objectives and skills with the use of Web 2.0 tools.

**Skills** – This learning experience allowed me to use my skills of using Web 2.0 tools in which promotes 21st-century learning experiences and environments. I also needed the skills to demonstrate and present a practical learning experience that helped the teacher gain a clear understanding of using both Kahoot and Quizziz to improve teaching and learning. Also, I possess the skills to create a learning environment that promoted participation by the attendees during the learning experience to have a hands-on experience of using both digital resources.

**Dispositions** – My belief when using Web 2.0 tools for teaching and learning is to use a digital resource that is safe, ethical, and legal to use with students that are on the approved list. Additionally, I believe it is essential to use the digital resources that are appropriate for students' age, learning needs, learning objectives, and skills needed to improve student achievement in all content areas. The use of Kahoot and Quizziz will promote engagement among students while improving classroom management skills and student learning.

**3. Describe how this field experience impacted school improvement, faculty development or student learning at your school. How can the impact be assessed?** This field experience had a positive impact on school improvement, faculty development, and student learning because Kahoot and Quizziz allow teachers to implement instructional technology resources in their classroom that is aligned with the learning standards and objectives. These sites will help improve student learning and promote student engagement within the learning environment. Both sites offer learning experiences that will allow students to use critical thinking and problem-solving skills. The impact of this learning experience can be assessed through observations of the use of Kahoot and Quizziz and also with reviewing student data.