

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?

I learned a lot to help me work more successfully with ESOL students in the future. I also gained a better awareness and empathy for my ESOL students and feel that I will be more prepared in the future to help them in a more productive way.

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 -

I gained knowledge for this assignment that will help me become a better teacher to my ELL students. I have always scaffolded content, but my SPED and ELL projects have brought a new perspective to my teaching and have showed me how to use differentiation techniques I am already familiar with using to better help these students.

Skills -

I researched many tools and resources for the project that I will use in the future, such as Immersive Reading and Microsoft Translator. I feel that my educational technology skills have become nothing but stronger from the material I have learned and absorbed from this project and I will be much better equipped to serve my ELL students in the future.

Dispositions -

The project helped create empathy for my students, and although I was aware of their needs, I still was not serving them as well as I could be because I had not been exposed to the correct tools.

3. Describe how this field experience impacted school improvement, faculty development or student learning at your school. How can the impact be assessed?

The ESOL population at our school is growing rapidly. I now have experience and knowledge that I can apply in the future to better assist these students.

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(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?

This project showed me that nothing beats experience in the classroom. It was good to get some experience working on and implementing Minecraft Education lessons, because now I feel a weight has been lifted off my shoulders. For various reason, I have always hesitated to teach Minecraft in class, but by really studying research and being encouraged by my professors at KSU to use it in class, I decided to go for it, and the students and I have enjoyed it tremendously.

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 -

I have gained so much knowledge on how to conduct Minecraft Education lessons. Although using game-based learning is somewhat easy to implement, it is different altogether to use Minecraft. There are a lot of gameplay aspects and classroom management aspects that must be learned to successfully use it in your classroom. You have to be very prepared or your lessons could easily go off track.

Skills -

I have previous PC gaming experience skills which really came in handy. As I mentioned above, using Minecraft as pedagogy does have it challenges and I think my experience certainly helped me have the confidence to learn and use it in the classroom.

Dispositions -

I have always used gamification to a degree, but I think many people struggle to understand how using Minecraft can be educational. I certainly believe that administration needs to know what you are doing with it and they need to support your decision to be successful. Luckily, my administration did a great job supporting me in my Minecraft Education unit.

3. Describe how this field experience impacted school improvement, faculty development or student learning at your school. How can the impact be assessed?

I used a form of Computer Science curriculum in this project. Minecraft does an amazing job making high-level content more appealing. Students are engaged and successful with the objectives that might intimidate them much more if they were presented to them in a different way. Minecraft Education also does a great job supporting differentiation. The content is scaffolded, and Immersive reader and audio help level the playing field for students who need this extra support.