## Appendix K - COE Technology Competence Rubric

Technology is selected without considering learners' Needs   Learners' Needs   Learners' needs and abilities.   Technology is used that meet the needs of most students.   Technology integration is notivated by content standards.   Technology integration is motivated by content standards.   Technology integration is short and the standards.   Technology integration is motivated by content standards.   Technology integration is motivated by content standards.   Technology integration is motivated by content standards.   Technology integration is aligned with content standards.   Design activates that aligned with content standards.   Design activates that align and resources to indigital learning environments that signed and support learning for all students.   Technology integration is aligned with content standards.   Design activates that align with content standards.   Design activates that align with content standards.   Design activates that align and resources to indigital learning environments that support learning for all students.   Technology integration is aligned with content standards.   Design activates that aligned activates that aligned and resources to integrate and resources to integrate a content on the standards.   Design activates that aligned with content standards.   Design activates that aligned activates that	Content	Technology is selected without considering learners' needs and abilities.  Content standards are not reference prior to selecting	Technology is used that meets the needs of most students.	Uses technology to create learning experiences that foster independence and meet all learners' needs and	Uses technology to create, adapt and personalize learning experiences that foster independent learning
Learners' Needs   Learners' needs and abilities.   Students.   Learning experiences that students.   Learning experiences that doster independent learning and builties.   Learning experiences that students   Learning experiences that students   Learning experiences that students   Learning technology tools.   Technology integration is subject to the students   Learning technology tools.   Technology integration is subject to the students   Learning technology tools.   Technology integration is subject to the students   Learning technology tools.   Technology integration is subject to the students   Learning technology tools.   Technology integration is subject to the students   Learning technology integration of innovative digital learning environments that engage and support learning tools and rescues to maximize active, deep learning   Learning provides and subject to exalt innovative digital learning environments, hands-on makerspaces or in the field.   Technology made student learning strategies is evident in digital platforms, virtual environments that engage and support learning for all students.   Learning opportunities using a design provides and student learning strategies is evident in digital platforms, virtual environments, hands-on makerspaces or in the field.   Learning opportunities using a design provident in the strategies is effective and computational thinking are absent.   Learning opportunities using a design provides and student learning strategies is effective and an advise to the strategies is effective and computational thinking are absent.   Learning opportunities using a design provident in the design of connections.   Learning opportunities using technology in the design of the strategies is effective and an advise to the strategies is effective and computational thinking are evident in digital platforms, virtual	Content	without considering learners' needs and abilities.  Content standards are not reference prior to selecting	meets the needs of most students.	learning experiences that foster independence and meet all learners' needs and	adapt and personalize learning experiences that foster independent learning
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