

# Practicum Requirements...

There are three things that I value as the facilitator when running a practicum:

1. How open you are to challenge and new learning.
2. The energy and effort you put into your own learning and the learning in your classroom.
3. Your attitude to ICT and it's potential influence on learning.

The four areas of criteria we will be striving for are:

## 1. To reflect critically...

on each of the readings USING five dimensions:

1. What you think about the reading
2. How your thinking is developing
3. Where you are at in your classroom practise
4. What you are doing in terms of your personal skill learning
5. What you are going to do next.

This means one reflection every two weeks during the practicum. In addition to this, you also need to complete a minimum of 3 more reflections related to what you are doing in the classroom, or reading and thinking at that time.

## 2. To produce examples of quality learning...

from the students in your class. Learning experiences using ICT need to:

1. be planned
2. be meaningful and purposeful
3. use ICT in a variety of ways

## 3. To increase your skill level...

and show evidence of this. This will come through in your reflections, and also in things you create and things your students create. You will show improvements in:

1. your personal skills
2. how you help students increase their skills
3. how you manage ICT in the classroom.

## 4. To continue this learning...

for a further two terms to show on-going development in both your philosophy of teaching and learning, in classroom learning outcomes and your personal skill level. This is to be presented to the College of Education at the end of this time in the form of your initial projects, reflections, and also new learning outcomes for the children, with evidence of reflective practise from you.

*How you meet the criteria is totally up to you. The Facilitator, Principals and Lead Teachers will give you whatever support we can to help you achieve your goals. Some suggestions are:*

