🔴🟡🟢🔵 STLP REGIONAL SHOWCASE PROJECT PLANNER   LEVEL 1

Completed copy to be displayed at Regional presentation table.
Completed copy (at least one) to be given to Judges at the start of judging window.

Title of Project:

School Name: **District Name**:

Team Members: (Enter First Name and Last Initial only)

1.	K-5 6-8 9-12	3.	K-5 6-8 9-12
2	K-5 6-8 9-12	4.	K-5 6-8 9-12

Project Type: ☐ **Technical**   ☐ **Community Service**   ☐ **Instructional**
(NOTE: Title and Type of Project should match what was entered with online registration)

Self Reflection: Rubric

Has your Project Team read the Showcase Project Rubric and/or met with your STLP Coordinator/Teacher to discuss how your presentation will address the various scoring categories included on the Level 1 rubric?

YES ☐   NO ☐

Self Reflection: Standards/Indicators

Our STLP Coordinator/Teacher and Project Team have reviewed, discussed and considered the following standards & indicators. We are prepared to discuss how the indicators we marked below are addressed by our project, or have been part of the planning, exploration, development and/or deployment of our Project experience. We recognize that, to receive the maximum points available on the Regional (Level 1) Project score sheet, we must identify & be able to discuss the connection between at least 6 indicators (any standard) & our project.

Mark each of the indicators you are prepared to discuss with your judges:

STANDARDS	INDICATORS			
1. CREATIVITY & INNOVATION Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology	Apply existing knowledge to generate new ideas, products, or processes	Create original works as a means of personal or group expression	Use models and simulations to explore complex systems and issues	Identify trends and forecast possibilities
	1A. ☐	**1B.** ☐	**1C.** ☐	**1D.** ☐
2. COMMUNICATION & COLLABORATION Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	Communicate information and ideas effectively to multiple audiences using a variety of media and formats	Develop cultural understanding & global awareness by engaging with learners of other schools, communities, & cultures	Contribute to project teams to produce original works or solve problems
	2A. ☐	**2B.** ☐	**2C.** ☐	**2D.** ☐
3. RESEARCH & INFORMATION FLUENCY Students apply digital tools to gather, evaluate, and use information.	Plan strategies to guide inquiry	Locate, organize, evaluate and ethically use information from a variety of sources and media	Evaluate and select information sources & digital tools based on the appropriateness to specific tasks	Process data and report results
	3A. ☐	**3B.** ☐	**3C.** ☐	**3D.** ☐
4. CRITICAL THINKING/PROBLEM SOLVING Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.	Identify and define authentic problems and significant questions for investigation	Plan and manage activities to develop a solution to complete the project	Collect and analyze data to identify solutions and/or make informed decisions about their project	Use multiple processes and diverse perspectives to explore alternative solutions
	4A. ☐	**4B.** ☐	**4C.** ☐	**4D.** ☐
5. DIGITAL CITIZENSHIP Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.	Advocate and practice safe, legal, and responsible use of information and technology	Use of technology that supports collaborative learning, & productivity	Demonstrate personal responsibility for digital citizenship	Exhibit leadership for digital citizenship
	5A. ☐	**5B.** ☐	**5C.** ☐	**5D.** ☐
6. TECHNOLOGY IMPLEMENTATION Students demonstrate a sound understanding of technology concepts, systems, and operations.	Understand and demonstrate use of appropriate technology systems /tools	Select and use applications effectively and productively	Troubleshoot systems and applications	Transfer current knowledge to learning of new technologies
	6A. ☐	**6B.** ☐	**6C.** ☐	**6D.** ☐

STLP Standards based upon ISTE Standards for Students (www.iste.org/standards/standards-for-students)