Technology in Teaching

Technology in Teaching, an individual event, recognizes members for their ability to select and critically evaluate an application (app) for use as part of a class offered in the Family and Consumer Sciences program. Ahead of time, members review the app using the provided checklist, prepare an oral presentation, and demonstrate the app to evaluators.

EVENT CATEGORIES
Junior: through grade 9
Senior: grades 10–12
Occupational: grades 10–12

ELIGIBILITY
1. Each chapter may submit up to three (3) entries in each category of this event. Entries at participating National Cluster Meeting locations will be available on a first come, first served basis. The number of entries will be determined by the conference facility and schedule.
2. Participation is open to any nationally affiliated FCCLA member.
3. Participants must be registered to attend the National Cluster Meeting and must stay at one of the official conference hotels. Hotel reservations will be verified prior to the meeting.

PROCEDURES & TIME REQUIREMENTS
1. Participants must attend an event orientation session where they will:
   ■ be given a brief overview of the event
   ■ draw an identification number indicating the order of participation
   ■ review time schedule
   ■ take a timed, 10 question test on general FCCLA knowledge, based on information found on the FCCLA national website, www.fcclainc.org.
2. At the designated time during orientation, the participant will be given up to 5 minutes to take a timed, 10 question test on general FCCLA knowledge. Following the test, participants will remain in the orientation/ holding room until their assigned presentation time and following presentation may not return to the holding room.
3. Participants may not bring reference materials for use in the holding room. Participants are allowed to bring a pencil and note cards, the completed project, and demonstration supplies.
4. At the designated participation time, the participant will give two (2) completed copies of the Application Checklist to evaluators for use during the oral presentation. The copies will not be returned.
5. Participants will have up to 5 minutes to set up their demonstration, if needed. Oral presentations may be up to 5 minutes in length. A 1-minute warning will be given at 4 minutes. Participants will be asked to stop at 5 minutes.
6. Participants may use note cards. Items required for demonstration of the app are permitted.
7. Evaluators will score and write comments for each entry for approximately 5 minutes. The decision of the evaluators is final.
8. Total time required for participation in this event is approximately 20 minutes including testing, set up, presentation, and evaluator scoring.

GENERAL INFORMATION
1. A corded microphone may be provided if required by event facility set up. A table will be provided. Participant must bring any necessary supplies for demonstration of project. Wall space, Internet access, audiovisual equipment, and electrical access will not be provided.
2. Spectators are allowed to observe this event, as space allows. Participants may only observe after they have already presented.
3. Participants are not allowed to discuss the event with other participants or receive coaching from any spectators. Doing so will result in disqualification.
4. Presentations may not be recorded or photographed, except by the official FCCLA photographer.
5. Participants should follow the approved conference dress code for participation in this event.

TECHNOLOGY IN TEACHING
Specifications

Testing
A 10-question test on general knowledge of FCCLA programs and activities will be given during participant orientation. This test will be scored and included in the final event points. The test will be timed and in case of a tie, the participant with the highest score and lowest time will receive the higher rank. The maximum time allowed for this test is 5 minutes.

Application Selection and Checklist
Each participant will select and critically evaluate an app for a tablet that could be used by students as part of a class offered in the Family and Consumer Sciences program. Examples may include, but are not limited to, apps related to early childhood, parenting and human development, health and fitness, fashion or interior design, online safety, or classroom or consumer tools. The member will submit (2) copies of the completed App Review Checklist, to be given to the evaluators prior to the start of the oral presentation.

Oral Presentation and Demonstration
The oral presentation may be up to five (5) minutes in length and is delivered to the evaluators. The oral presentation should contain pertinent information from the review checklist. The app should be demonstrated during the presentation. Only items required for use in demonstrating the app are permitted. The participant may demonstrate the app on a tablet, or use a larger screen device. The participant may approach the evaluators to demonstrate the app, but evaluators are not required to actively participate in the demonstration. The app should be able to be demonstrated without an Internet connection, but if a connection is available, it may be used. FCCLA does not provide wall space, audiovisual equipment, electrical access, or Internet access.

Organization/Delivery	Deliver oral presentation in an organized, sequential manner; concisely and thoroughly summarize project research.
Educational Technology Instructional Concepts	Demonstrate knowledge of educational technology instructional concepts in relation to use of the app in learning and instruction.
Demonstration Techniques	Demonstrate use of the app, pointing out any unique aspects of design, safety, or adaptive uses for special needs learners, if applicable. Demonstration supports project research, is *professional*, and provides opportunities for evaluators to view applicable app *content*.
Relationship to Family and Consumer Sciences	Describe the relationship of the application to Family and Consumer Sciences coursework and/or standards.
Audience and Purpose	Describe the *audience*, developmental goals, and age appropriateness in the context of the application's intended purpose.
Classroom/Educational Use	Explain how the app may be used in the classroom or educational program, including strengths, areas of improvement, or modifications required.
Learning Opportunities	Describe the ways that the app supports learning opportunities, as indicated in the app checklist.
Final Recommendations	Provide final recommendation(s) on the use of the app in the intended educational setting.
Voice	Speak with appropriate force, pitch, and articulation.
Body Language/ Clothing Choice	Use appropriate body language including gestures, posture, and mannerisms. Wear clothing that meets the conference dress code.
Grammar/Word Usage/ Pronunciation	Use proper grammar, word usage, and pronunciation.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding the project. Questions are asked after the presentation.

Skill Demonstration Events
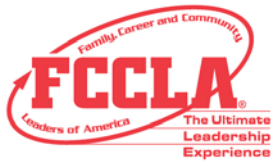## Point Summary Form
TECHNOLOGY IN TEACHING

Name of Participant_____

State_____Participant #_____Category _____

DIRECTIONS:

1. Make sure all information at top is correct. If the participant does not show, please write "No Show" across the top and return with other forms.

2. At the conclusion of scoring, verify evaluator scores and fill in information below. Calculate the final score and ask for evaluators' verification. Place this form in front of the completed rubrics and staple all items related to the participant together.

3. At the end of competition in the room, double check all scores, names, and team numbers to ensure accuracy.

4. Please check with the Event Consultant or National FCCLA Staff if there are any questions regarding the evaluation process.

ROOM CONSULTANT CHECK			Points
Orientation/Holding Room 0 *or* 5 points	**0** Did not arrive on time for participant orientation/holding room	**5** Arrived on time for participant orientation/holding room	
Testing Score (0-5 points)			
Testing Time in minutes and seconds (will be used in case of ties)			

EVALUATORS' SCORES		ROOM CONSULTANT TOTAL	
Evaluator 1_____	Initials _____	(10 points possible)	
Evaluator 2_____	Initials _____	**AVERAGE EVALUATOR SCORE**	
		(90 points possible)	
Total Score_____	divided by number of evaluators	**FINAL SCORE**	
_____	**= AVERAGE EVALUATOR SCORE**	(Average Evaluator Score plus Room Consultant Total)	
		FINAL RANK	

VERIFICATION OF FINAL SCORE AND RATING (please initial)

TECHNOLOGY IN TEACHING
Rubric

Name of Participant _____

State _____   Participant # _____   Category _____

APPLICATION CHECKLIST					Points
Application General Information Provided 0–3 points	**0** 0 or 1 general information items provided	**1** 2 general information items provided	**2** 3 general information items provided	**3** 4 general information items provided	
Relationship to Family and Consumer Sciences Indicated 0 or 1 points	**0** None checked		**1** At least one area checked and/or specified		
Audience 0-3 points	**0** Not identified	**1** Audience identified	**2** Audience, developmental goals and age appropriateness identified	**3** Audience, developmental goals and age appropriateness are identified and explained	
Purpose 0-3 points	**0** Not identified	**1** Purpose minimally identified	**2** Purpose identified and described	**3** Purpose identified and described in relation to use	
Classroom/Educational Use 0-3 points	**0** Not identified	**1** Minimally explained or examples given are not appropriate	**2** Use identified and described with at least one appropriate example	**3** Use identified and described with at least two appropriate examples	
Strengths/Areas of Improvement 0-3 points	**0** Not identified	**1** Only strengths or only areas of improvement are identified, not both	**2** Strengths and areas of improvement are identified	**3** Strengths, areas of improvement, or modifications required for successful implementation are identified	
Learning Opportunities 0-3 points	**0** Not identified	**1** Incorrectly identified or unsupportive examples	**2** Appropriately identified but not supported with example(s)	**3** Appropriately identified and supported with at least one example for each area	
Final Recommendations 0 or 1 point	**0** None checked		**1** One recommendation checked		

ORAL PRESENTATION					
Organization/Delivery 0-10 points	**0–1–2** Presentation is not done or does not cover all project elements	**3-4-5** Presentation covers all project elements though with minimal information	**6-7-8** Presentation gives complete information though does not flow well	**9-10** Presentation covers all relevant information with a seamless and logical delivery	
Educational Technology Instructional Concepts 0-5 points	**0** None shared or information shared was incorrect	**1-2** Minimal knowledge shared during presentation	**3-4** Knowledge of educational technology instructional concepts is evident and shared at times during presentation	**5** Knowledge of educational technology instructional concepts is evident and incorporated throughout the presentation	
Demonstration Techniques 0-5 points	**0** Not demonstrated	**1-2** Minimally demonstrates design and safety; limited support of project research; difficult to view app content	**3-4** Generally demonstrates design and safety; supports project research, is professional, and evaluators can view app content	**5** Thoroughly demonstrates unique aspects of design, safety, adaptive uses for special needs learners (if applicable); supports project research, is professional, and provides opportunities for evaluators to view app content	
Relationship to Family and Consumer Sciences 0-5 points	**0** Not identified	**1-2** Relationship to FACS coursework is questionable for implementation	**3-4** Relationship to FACS coursework is generally appropriate	**5** Relationship to FACS coursework is appropriate, evident and explained well	

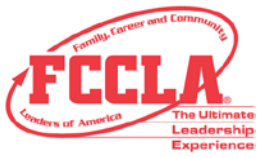| Criteria	0	1-2-3	4-5-6	7
Audience and Purpose 0-7 points	**0** Not identified	**1-2-3** Limited information for audience, developmental goals, age appropriateness, and intended purpose are provided	**4-5-6** General information for audience, developmental goals, age appropriateness, and context of intended purpose are provided	**7** Detailed information for audience, developmental goals, age appropriateness, and context of intended purpose are provided	
Classroom/Educational Use 0-8 points	**0** Not identified	**1-2-3** Explains use of app in classroom or educational program; includes strengths or areas of improvement	**4-5-6** Explains and provides examples of use of app in classroom or educational program, including strengths and areas of improvement	**7-8** Explains and provides realistic examples of use of app in classroom or educational program, including strengths, areas of improvement, or modifications required	
Learning Opportunities 0-5 points	**0** Not identified	**1-2** Explains identified learning opportunities	**3-4** Explains and provides at least one example for each identified learning opportunity	**5** Explains and provides one or more realistic example for each identified opportunity	
Final Recommendations 0-5 points	**0** Not identified	**1-2** Recommendation contradicts checklist content	**3-4** Recommendation explained, but not fully supported by checklist content	**5** Recommendation explained well and fully supported by checklist content	
Voice 0-5 points	**0** No voice qualities are used effectively	**1-2** Voice quality is adequate	**3-4** Voice quality is good, though could improve	**5** Voice quality is outstanding and pleasing to listen to	
Body Language/ Clothing Choice 0-5 points	**0** Body language shows nervousness and unease; inappropriate clothing	**1-2** Body language shows minimal amount of nervousness; appropriate conference attire	**3-4** Body language portray participant at ease; appropriate conference attire	**5** Body language enhances presentation; appropriate conference attire	
Grammar/Word Usage/ Pronunciation 0-5 points	**0** Extensive (more than 5) grammatical and pronunciation errors	**1-2** Some (3-5) grammatical and pronunciation errors	**3-4** Few (1-2) grammatical and pronunciation errors	**5** Presentation has no grammatical or pronunciation errors	
Responses to Evaluators' Questions 0-5 points	**0** Did not answer evaluators' questions	**1-2** Response to questions did not indicate adequate knowledge/ understanding of skills needed	**3-4** Responses to questions were appropriate and reflect good knowledge/ understanding of skills needed	**5** Responses to questions were appropriate and reflect excellent knowledge/ understanding of skills needed	

VERIFICATION OF SCORE (please initial)

TOTAL

Evaluator _____   Room Consultant _____   Event Consultant _____   (90 points possible)

Evaluator's Comments:

Technology in Teaching App Review Checklist

Name of Participant_____State_____Category _____

Bring two (2) copies of this completed worksheet to give to the evaluators prior to your oral presentation and app demonstration.

APPLICATION GENERAL INFORMATION

Application Title:
Application Publisher/Developer:
Version and Date: Price:

RELATIONSHIP TO FAMILY AND CONSUMER SCIENCES

App relates to these area(s) of Family and Consumer Sciences:

__Career Exploration and Entrepreneurship   __Food Science, Dietetics, Nutrition and Wellness
__Consumer Education and Personal Finance   __Hospitality, Tourism and Recreation
__Culinary Arts   __Housing and Interior Design
__Early Childhood, Family, Parenting and Human Development   __Textiles, Fashion and Apparel
__Education and Teaching   __Other, please specify

_____

AUDIENCE AND PURPOSE
Define the audience for this app. Is it developmentally and age appropriate?

What is the purpose of this app?

CLASSROOM/EDUCATIONAL USE
Explain how the app may be used in the classroom or educational program.

What are the strengths of this app?

What areas need improvement? Are there are any modifications for educational use?

LEARNING OPPORTUNITIES
In which areas does this app provide opportunities for learning, and provide one example for each area identified.

___Collaboration and Idea Sharing – example: ___Feedback and assessment – example:

___Creativity and Imagination – example: ___Higher order thinking skills – example:

___Diversity – example: ___Increase understanding – example:

___Engagement and Interaction – example: ___Problem solving – example:

FINAL RECOMMENDATION
                                           ___ Recommended for use, but only with
___ Not recommended for use   modifications   ___Recommended for use