**TL-II. Planning and Designing Learning Environments and Experiences**

*Educational technology leaders plan, design, and model effective learning environments and multiple experiences supported by technology. Educational technology leaders:*

TL-II-a

The Glogster, Integrating Photography, Civil War Unit, and Let’s Make a Movie Professional Development projects allowed me to plan, design, and model effective learning environments for teachers and students. These activities meet the COE standards of leading and being knowledgeable. These projects included lessons that were designed to use technology in the classroom (with students and teachers). They allow the learner to create at their own level.

TL-II-b

The blog was used as a way to gather research about current technologies, become knowledgeable about them, and then reflect on their usefulness in planning activities and environments. The laptop lesson allowed me to use current research about engaged learners to do a photograph lesson with students. We were trying to be proactive to keep the laptops healthy and in good shape.

TL-II-c

Identifying, locating, and evaluating technology resources are key components for planning and designing learning environments. The blog and blogging reflection allowed me to be inquisitive about emerging technologies, decisively evaluate them, and then reflect upon their value.

TL-II-d-e-f

These objectives were all proactive, because they allowed for the preparation for managing technology resources. Each activity had elements to create an environment where possible barriers could be eliminated.