**Domain #2 Instruction**

**Category b: Knowledge of content, curriculum, and resources**

PRACTICE: Teacher demonstrates knowledge of content and pedagogy.

INDICATORS:

* Teacher’s instruction accommodates prerequisite relationships among concepts and skills. (S)
* Teacher demonstrates a knowledge of subject matter content. (K)
* Teacher demonstrates a knowledge of student development and appropriately correlates instructional methods. (K,S)

PRACTICE: Teacher integrates resources to enhance student learning

INDICATORS:

* Teacher uses materials that are aligned with learning outcomes. (S)
* Teacher uses materials provided by the district. (S)
* Teacher utilizes available technology to enhance student understanding. (S)
* Teacher incorporates technology for the purposes of promoting critical thinking, communication, collaboration, and creativity. (S)

PRACTICE: Teacher utilizes local culture and resources to enhance student learning.

INDICATORS:

* Teacher utilizes community resources. (S)
* Teacher applies knowledge of Alaska history, geography, economics, governance, languages, traditional life cycles, and current issues to the selection of instructional strategies, materials, and resources. (K,S)
* Teacher is knowledgeable in areas of local history and cultural tradition that may have a bearing on their work as a teacher, including the appropriate times for certain knowledge to be taught. (K)

PRACTICE: Teacher uses the local environment and community resources to link what they are teaching to the everyday lives of the students.

INDICATORS:

* Teacher regularly engages students in appropriate projects and experiential learning activities in the surrounding environment and community.
* Teacher utilizes traditional settings such as camps as learning environments for transmitting both cultural and academic knowledge and skills.

PRACTICE: Teacher relates students to virtual environments beyond the school

INDICATORS:

* Teacher utilizes online resources to engage students in virtual environments that link them with peers in other places.
* Students engage in creating and publishing work online that has an audience beyond the physical school.
* Students engage in online projects that solve real-world problems outside the school and simulate real world experiences.