Technology and Digital Learning Update on Technology Action Plan 2015-2018

3/29/18

Instructional Services
Governing Board Presentation

Teaching Goals

1. Technology Proficiency

1. Professional Development

1. Implementation Support

- ☐ Using the teacher and student technology skills standards continuum, we increased awareness of skill gaps and identified areas for professional development
- ☐ Over the past 3 years we have moved professional development from a focus on the tool, to a focus on instructional strategies
- ☐ Differentiated professional development through choice options and online options (School of Rock)
- ☐ District ToSA's* co-teach, create, and share instructional resources for implementation of tools and for lesson design with technology
- ☐ Digital Innovation Teacher Leaders at each site support technology initiatives

* Teacher on Special Assignment

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Student Learning Goals

1. Access to Curriculum

1. 4 Cs*

1. Innovation (STEAM)

- ☐ Online platforms for adopted curriculum
- ☐ Collaborated with Special Education to offer training and support around accessibility tools and options
- ☐ Google Classroom allows access from home (3rd and up)
- ☐ Focus on moving teachers to specific tools that align with district mission and goals, i.e. Seesaw, G-Suite
- ☐ More teachers asking for support with collaborative projects
- ☐ Twitter #cusdrockstar - more collaborative and creative projects being shared
- ☐ Google Expedition in its second year

*collaboration, creativity, critical thinking, communication

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STEAM

- Goal #1 - Increase availability of high quality, integrated STEAM education for all students
    - Created STEAM Spaces/Labs at all of our schools
    - Partnered with RAFT to create and publish at least 1 STEAM unit at each grade level based on Essential Standards
    - In-class integration supported by ToSAs
- Goal #2 - Create a thoughtful, cohesive system that produces students who think logically, work both independently and collaboratively, and are able to apply their understanding
    - STEAM TK - 8 Pathway created
    - STEAM Community Experiences piloted in a few grade levels
- Goal #3 - Provide teachers ongoing professional development opportunities to e[x] their knowledge and application of STEAM Integration
    - 1 STEAM Innovation Teacher Leader at each school
    - All Teacher Leaders attended the 2017 STEAM conference

Student Technology Skills Goals

1. Access to Online Testing (SBAC)

2. Comfortable with Multiple Platforms

3. Problem solve technology issues

- ☐ Students have multiple opportunities throughout the year to practice online testing protocols.
- ☐ Scope and Sequence of skills has been drafted into Essential Standards Guide with three to four focus skills per grade level.
- ☐ Students have access to multiple device platforms throughout TK-8 and are more comfortable switching device platforms and problem solving technology issues than most adults.

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Digital Citizenship Goals

1. Online Safety

1. Students will be positive users and contributors online

- Digital Citizenship lessons have been created for all grade levels
- We are in beginning steps of building awareness and learning around media literacy through School of Rock
- Library aides involved in our discussions about media literacy and the role of the librarian
- Redesigned classroom student technology agreement for 2017-2018, implemented through digital innovation teacher leaders
- Tools for monitoring, Go Guardian (4th-8th) and Securely (all) have been implemented

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Access and Hardware Goals

1. Access for Students and Staff

1. Communication

- Scalable network solutions have been implemented to adapt to unforeseen changes in technology,
- Systems have been installed to ensure students and staff have necessary internet access throughout each campus,
- A take-home device pilot has demonstrated the ability to support at-home learning for any student,
- myCUSD has consolidated resources, calendars and news for teachers and support staff,
- Technology has been represented at various parent outreach events, including Parent University, and Hour of Code Family Night.

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Ongoing

- Continue to focus on process over product with emphasis on 4 Cs
- Continue to focus our tools for impact
- Student Privacy and Data Protection - continually review and update policies
- Continue to support technology hardware through our site techs

- Continue to build out intranet content
- Continue to expand student opportunities for sharing their learning through district events
- Continue to investigate and implement new technologies identified as a need

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Looking Forward - Instructional

- Gathering information to inform our need priorities (needfinding)
- Creating accountability structures and processes to measure outcomes
- Digital Citizenship and Media Literacy focus
- Professional development to help teachers look at scope and sequence skills listed on Essential Standards document with a possible report card option
- Computer Science Standards implementation plan
- Interweaving STEAM throughout all elements of a new Innovation Plan
- Closely align all goals to Profile of a Graduate and Quality First Instruction Practices
- Begin to build Student Portfolios (through Seesaw) with a focus on competency based learning
- Incorporating California Career Lesson Plans/Holland Codes (Real World of Work)
- Building our next plan around the ISTE Standards for Students

Looking Forward - Infrastructure

- Completing Dark Fiber installation, Spring 2018
- Completing Wide Area Network circuit upgrade, Summer 2018
- Completing server upgrade, Summer 2018
- Completing wireless access point upgrade, Summer 2018
- Planning and implementation of a 1-1 take home in 6th-8th grade, Fall 2018
- Continued deployment of security camera systems, Ongoing
- Closely aligning work and support with Instructional goals