



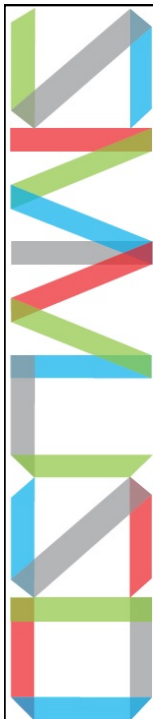
SMMUSD's

# Digital Learning Program

*Bertha Roman, Director of EdTech*

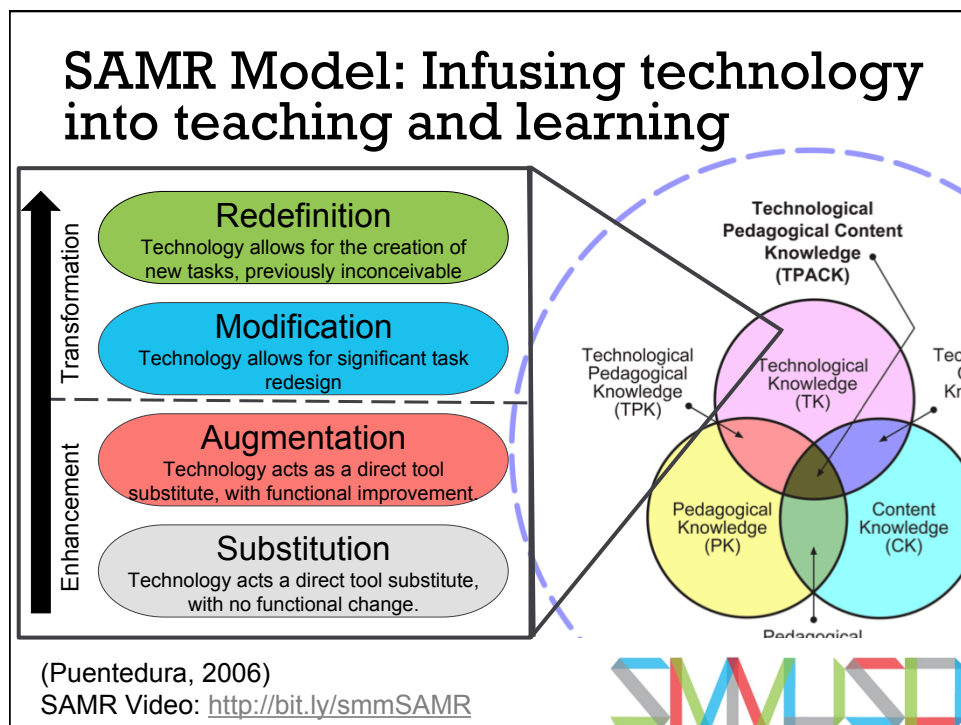
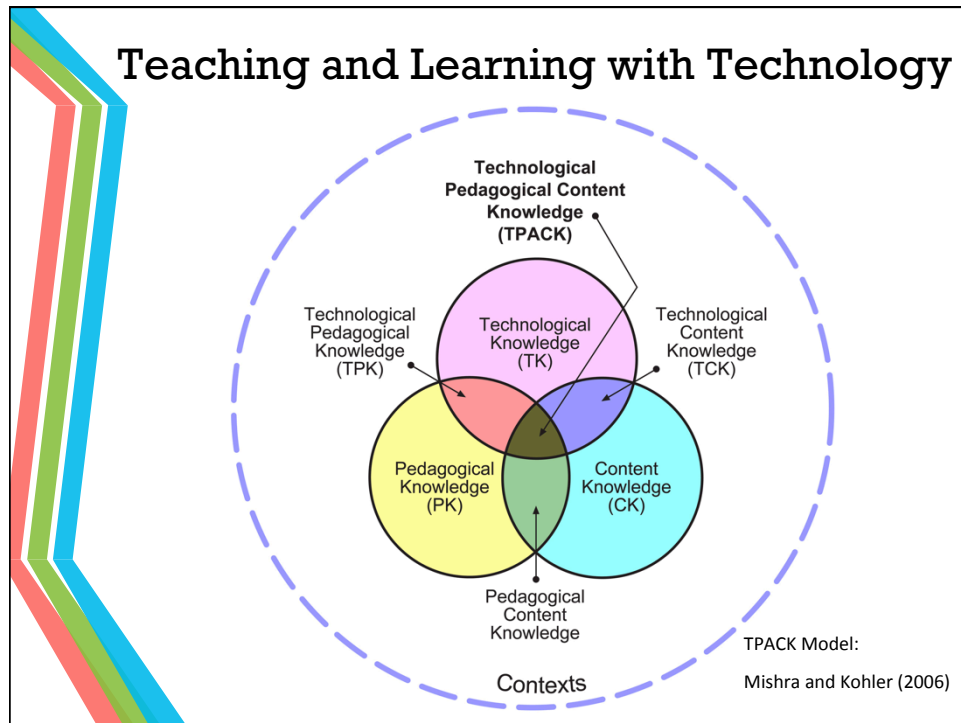
*Sheri Hynding, EdTech TOSA*

*Arielle Gleicher, EdTech TOSA*



## Technology in the Future Ready Classroom

- Technology impacts almost every part of student life today.
- Allows for education to extends beyond the classrooms walls, equitable technology can provide 24/7 learning for all students.
- Facilitates a collaborative environment.
- Meets the needs of all learners.



**Redefinition**

Technology allows for the creation of new tasks, previously inconceivable

**Modification**

Technology allows for significant task redesign



**Augmentation**

Technology acts as a direct tool substitute, with functional improvement.

**Substitution**

Technology acts a direct tool substitute, with no functional change.

## PDF Copies of Curriculum

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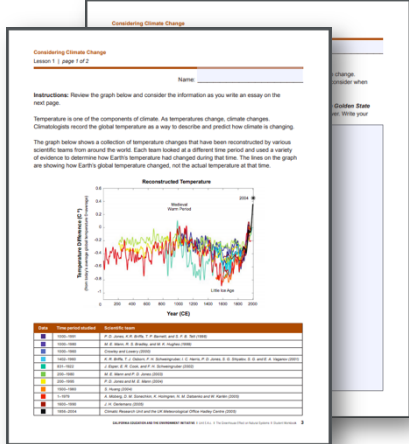

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## Enhanced PDF Copies of Curriculum


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### Virtual Explorations and Simulations




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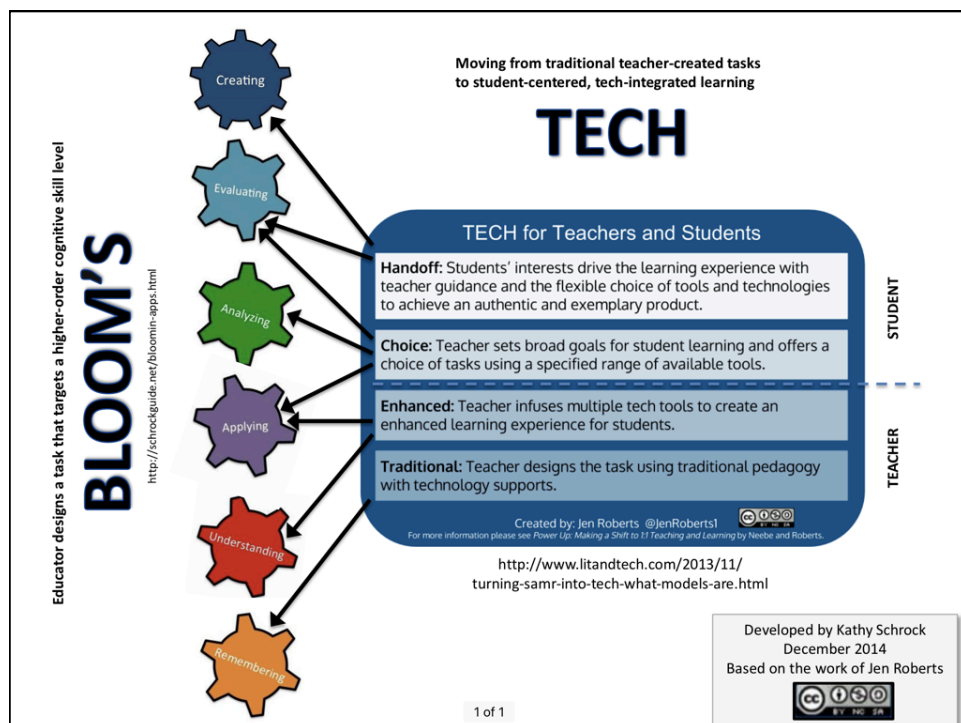
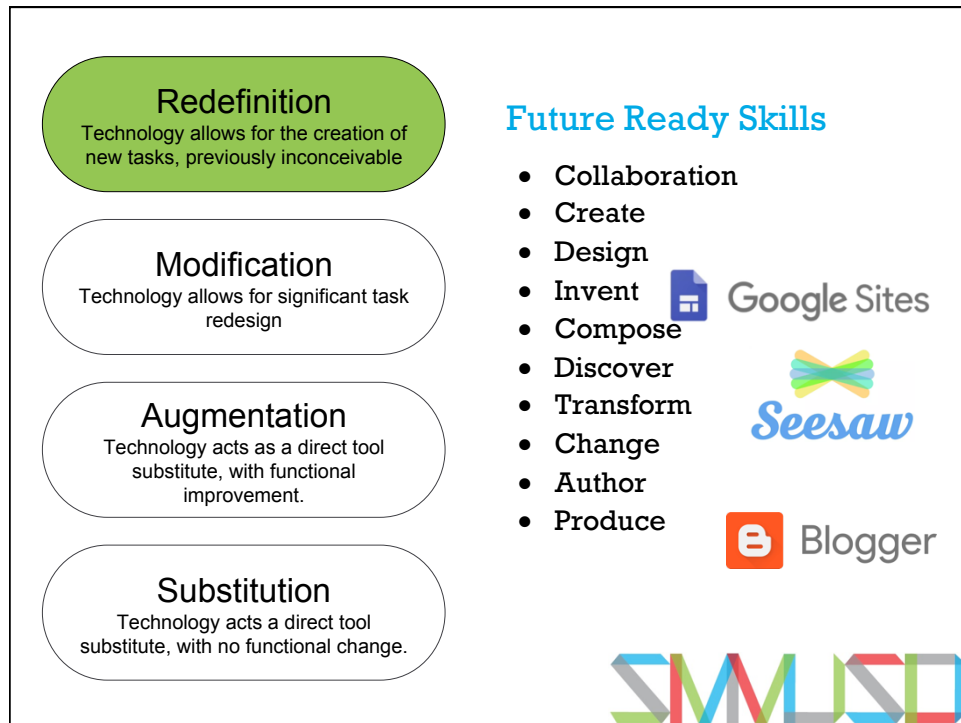
### Design and Construct and EcoHouse



### 3D Printing, CS and Coding

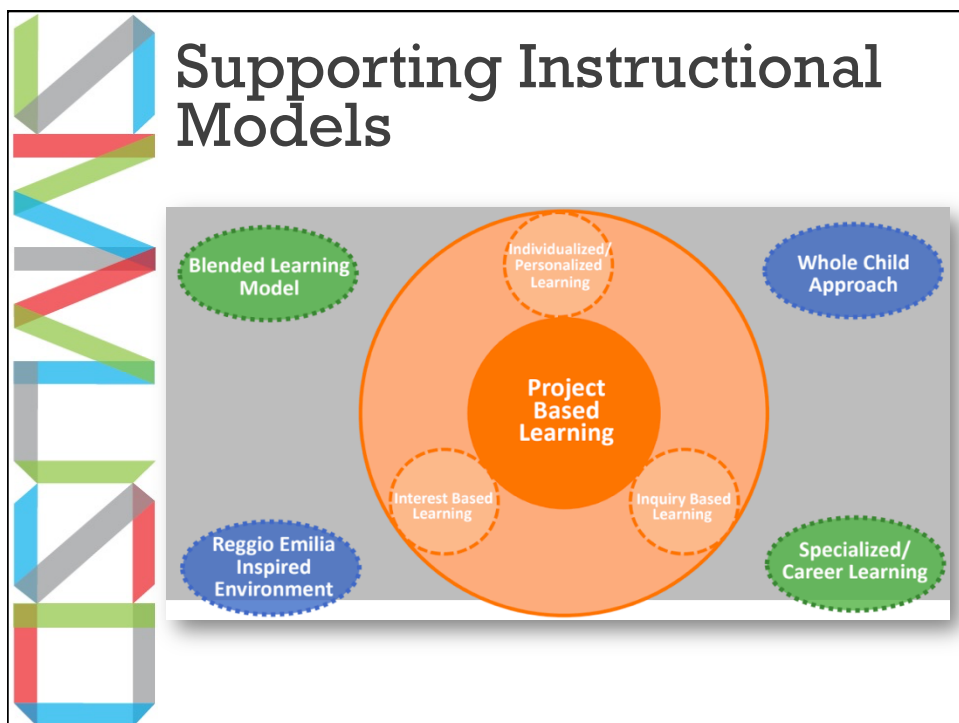




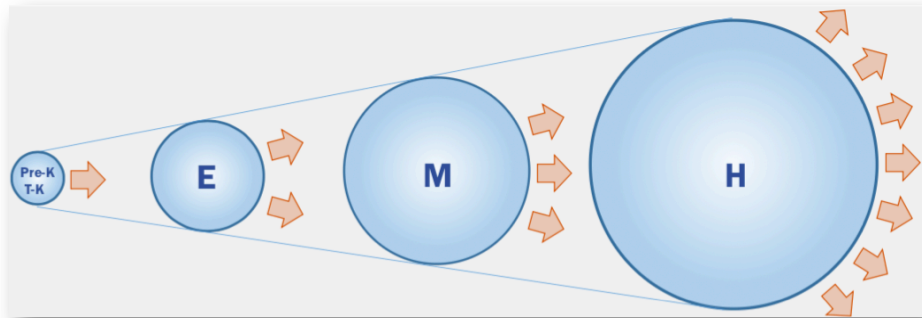


## Supporting Instructional Programs

- California Content Standards
  - Digital Textbook Resources
    - *Math and English Language Arts*
    - *History Social Science*
    - *Next Generation Science Standards*
- Social Justice Framework
- Universal Design for Learning



# Integrated Learning Progression




Exploration of Specialized/Career Learning Pathways



# Blended Learning






## Blended Learning

“Blended learning has allowed me to collect thoughtful data on my students’ progress in both ELA and Math. It has made me more of a reflective practitioner, as I am constantly reformatting my instruction to meet the needs of my students. It has also allowed me to get to know my students and their learning habits in a very deep, impactful way.”

-McKinley First Grade Teacher


Susan Croft, Grant ES      Rose Moe, Lincoln MS



## Blended Learning:

“In Blended Learning, my favorite activity was the Life Game. We grouped up and pretended we were a single graduate from college. We challenged ourselves to buy cars, find apartments, and more. It was a challenging and helpful project.”


Will Rogers, 5th grade student





# Engagement


Navigate to [kahoot.it](https://kahoot.it)



# Flexible Classroom

Collaborative  
Tables

John Adams






## Flexible Classroom

Genius Bar

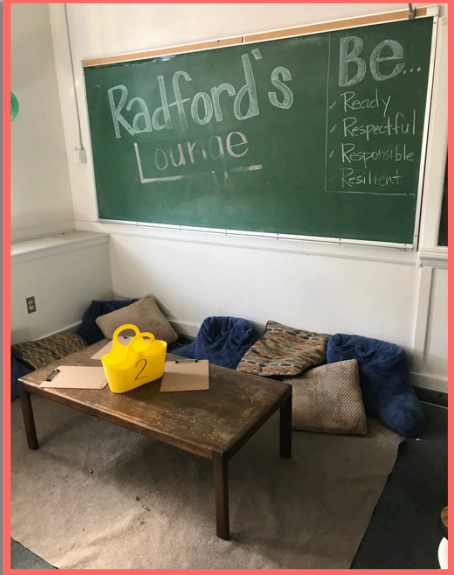
McKinley  
Elementary

## Flexible Classroom


Flexible Seating  
John Muir  
Elementary



## Flexible Classroom




Lowered  
Tables  
Samohi



## Digital Learning Program

- Integrates instructional technologies for all students and staff
- Digital Citizenship curriculum for Students, Staff and Family
- Increases device to student ratio
- Provides Professional Development and Instructional Support





## Digital Learning Program


Timeline for acquiring devices per grade level:

- 2018-2019: Grades 7, 9, 11
- 2019-2020: Grades 5, 6, 7, 9, 11
- 2020-2021: Grades PreK-5, 6, 9




## Professional Development and Instructional Support

- Provide all staff with ongoing professional development needed to successfully accomplish effective and appropriate use of instructional technologies.
  - Google Certified Teacher
  - Common Sense Media Educators that support Digital Citizenship and Digital Media Literacy
  - Pedagogy and integration through Blended Learning and Project Based Learning
- Support all schools by providing personalized learning strategies for students, teachers, administrators and staff.




## Infrastructure and Technical Support


- Ensure that resources are allocated to have appropriate trained technical support staff at all school sites.
- Continued to allocate resources and support of network infrastructure
- Continued allocation of resources to support a refresh plan.



## Current Budget Allocation

- **2018-2019    \$2,000,000**
  - \$256,580 History Social Studies Textbook Pilot
  - \$200,000 Professional Development and Technical Support
  - \$1,549,420 Student Devices, Services, Device Insurance, Chromebook Management Software and Supporting Applications





## Future Budget Allocations

- 2019-2020 \$2,600,000
  - Chromebooks (5 ,6, 7, 9, 11)
- 2020-2021 \$2,700,000
  - iPads(PreK, TK, K) Chromebooks(1, 2, 3, 6, 9)
- 2021-2022 \$1,700,000
  - Chromebooks (3, 6, 9)
- 2022-2023 \$1,700,000
  - Chromebooks (3, 6, 9)
- 2023-2024 \$2,300,000
  - iPads(PreK, TK) Chromebooks(1, 2, 3, 6, 9)
- 2024-20245 \$2,100,000
  - iPads(K) Chromebooks(3, 6, 9)




## Measure GS & GSH Nov. 2016

Maintain and improve Santa Monica community services including support for preservation of affordable housing, reducing homelessness, school repair and improvement, education of Santa Monica children and students, and other general fund services.

\*Improving School Technology

**THANK YOU!**



## Program Evaluation

Collect Data:

- Teacher and student surveys
- Focus Groups
- Classroom Observations
- Student Work



## Questions and Feedback?

