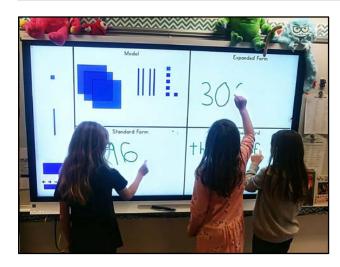




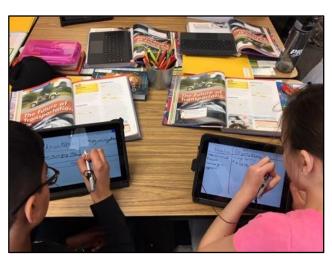
Information & Communication Technology

Every Student Future Ready:

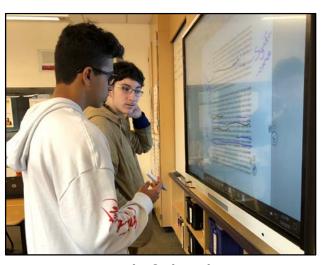
Prepared for College - Prepared for the Global Workplace - Prepared for Personal Success



Second Grade SMART Board



Fifth Grade 1:1 Pilot



High School
SMART Board Pilot

Leveraging learning through Information and Communication Technology!

Connecting Ends (ERs) and Means (ELs)

End Results specify the results that we want for our students and what we expect them to know and be able to do

ER 1: Mission and Vision	ER 2: Content Knowledge	ER 3: Interdisciplinary Skills and Attributes
Mission Each student will graduate prepared to lead a rewarding, responsible life as a contributing member of our community and greater society. Vision Every Student Future Ready: • Prepared for College • Prepared for the Global Workplace • Prepared for Personal Success	 Literacy & Language Mathematical & Scientific Reasoning Social Studies Information & Communication Technology Culture & the Arts Career Planning & Life Management 	 Academic Thinking Skills & Strategies Communication & Collaboration Skills Local & Global Citizenship Skills Personal Attributes

Executive Limitations specify the strategies and methods that we use to achieve End Results

- 1. Global Executive Constraint
- Emergency CEO Succession
- 3. Communication and Counsel to the Board
- 4. Annual Report and District Calendar
- 5. Parents and Community
- Student Learning Environment
- 7. Academic Program
- 8. Instructional Materials Selection
- 9. District Staff
- 10. Budgeting/Financial Planning
- 11. Financial Administration
- 12. Asset Protection
- 13. Facilities
- 14. Technology

Information and Communication Technology

End Results specify what students are expected to know and be able to do

ER 2: ER 3: Interdisciplinary Content Interdisciplinary Skills and Knowledge **Attributes** Information & Communication **Technology** Solves Problems Effectively Offers Ideas and Makes Demonstrates information, communication, and media Contributions literacy Works Well With Others Understands the Persists in Difficult Tasks relationships of technology Maintains a Global to productivity and quality Perspective of life Exhibits a Strong Work Ethic Presents information for a variety of audiences and purpose using a range of information & Communication Technology Tools

Executive Limitations specify the strategies and methods used to achieve End Results

EL 7: Academic Program

- 7.1 Develop and implement an academic program that specifies:
 - Academic content and technology standards that meet or exceed state and nationally-recognized model standards
 - Curriculum aligned with and designed to enable students to meet or exceed the established standards
 - Assessments that will adequately measure each student's progress toward achieving the standards



What is Information and Communication Technology?

As outlined in our Student Profile, students will:

- Demonstrate information, communication, and media literacy
- Understand the relationships of technology to productivity and quality of life
- Present information for a variety of audiences and purposes using a range of Information & Communication Technology Tools



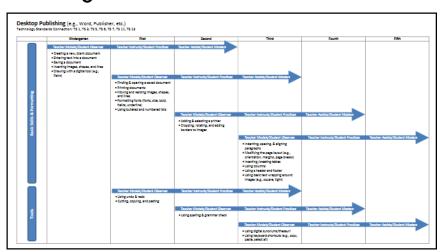
LWSD Technology Framework

- Standards
- Washington State K-12 Educational Technology Learning Standards
 - New standards 2018
- Proficiency Scales
 - Developed 2012-15

Technology Standards used to create the Technology Skills

Continuum

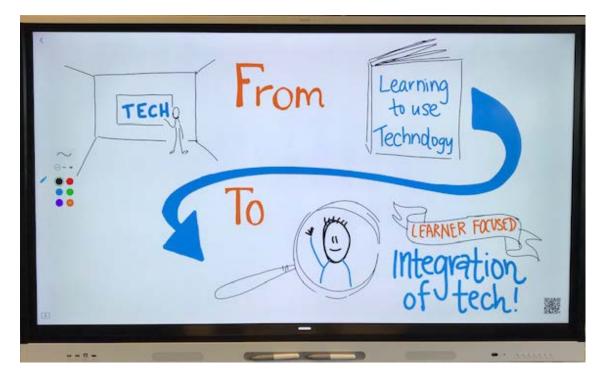
- Technology Skills Continuum
- Foundational skills that lead students to meeting technology standards
- Organized by skill categories
 - Drafted 2015
 - Implemented 2017-19
 - Align with new standards 2018-20





□ Learner driven process:

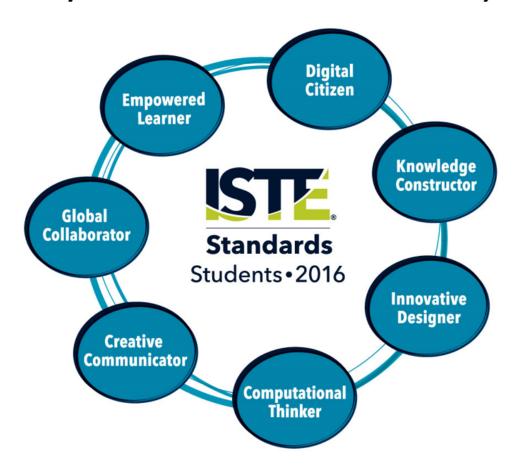
- Exploration
- Creativity
- Discovery
- Using technology for learning



- Amplify and transform learning and teaching in all content areas
- Prepare students for careers, post-secondary aspirations, and beyond
- □ These provide "WHY" technology should be integrated into teaching & learning.



2018 Standards for Technology Literate & Fluent Students (Based upon 2016 ISTE Student Standards)



4. INNOVATIVE DESIGNER

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

Samples of student performance:

- K-2: Students record their step-by-step process through digital drawing or video.
- **3-5:** Students plan and implement a design process: identify a problem, think about ways to solve the problem, develop possible solutions, test and evaluate solution(s), present a possible solution, and redesign to improve the possible solution.
- 6-8: Students use digital tools to brainstorm and develop collaborative and collective solutions to a shared problem.
- **9-12:** Students critically evaluate and demonstrate a design solution at multiple points of the design process, and consider design requirements and adjust processes and outcomes as needed.

5. COMPUTATIONAL THINKER

Students develop and employ strategies for understanding and solving problems in ways that leverage technological methods to develop and test solutions.

Samples of student performance:

- K-2: Students use an interactive whiteboard or other interactive tool to sort and categorize various items or objects to support classroom learning.
- 3-5: Using digital tools, students compare data to create visually appropriate graphical representation of the data (e.g., line graphs, circle graphs, bar graphs, etc.).
- **6-8:** Students demonstrate an understanding of logical processes and use reasoning (e.g., IF-THEN statements) to infer and compare solutions and draw conclusions in a variety of content areas.
- 9-12: Students develop an instructional video, brochure, notebook, or other presentation tool to explain a complex scientific issue into smaller factors and systems to teach others about the issue.

7. GLOBAL COLLABORATOR

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

Samples of student performance:

- K-2: Students collaborate using online software so that multiple perspectives can be captured.
- 3-5: Students create a plan and select collaboration and/or communication tools to complete a given task.
- 6-8: Students collaborate in an online platform with a variety of peers, experts, and community members.
- 9-12: Student project planning includes culturally responsive explorations, such as reporting on different cultures' uses of technology.

Information & Communication Technology in our Schools



Information & Communication Technology: Elementary



Kindergarten students using DreamBox.

Weekly Time:	 Integrated within core content
Guiding Documents	 WA Educational Technology Standards Technology Proficiency Scales Technology Skills Continuum
Instructional Materials	 Office 2016 Suite SMART Notebook PowerSchool Learning EduTyping (Keyboarding) Common Sense Media (Digital Citizenship) Digital curriculum resources DreamBox (Adaptive Math) Learning.com (Digital Literacy pilot)
Supporting Resources	 K - 2nd, 3:1 mobile devices 3rd - 4th, 2:1 mobile devices 5th, 1:1 mobile devices in 2019/20 SMART Boards 2017-2019



Information & Communication Technology: Middle School



Middle school students collaborating to peer edit using Word and PowerSchool Learning.

Weekly Time	Integrated within core contentElectives
Guiding Documents	 WA Educational Technology Standards Technology Proficiency Scales Technology Skills Continuum
Instructional Resources	 Office 2016 Suite SMART Notebook PowerSchool Learning EduTyping (Keyboarding) Common Sense Media (Digital Citizenship) Online Databases Digital curriculum resources Supplemental resources
Supporting Resources	1:1 mobile devicesSMART Board 2019-2021



Middle School Electives

Information Communication Technology

- Robotics 1,2,3
- Design and Modeling Software
- Digital Photography
- Gateway to Technology (Project Lead the Way)
- Advanced Digital Media
- Digital Video
- Video Game Design and Programming
- STEM 1,2,3

- Graphic Arts
- Digital Design
- Computer Aided Design (CAD) and Manufacturing
- Technology 1,2,3
- Media Production/Movie Making
- Sci-Ma-Tech
- Computer Applications
- Technology Foundations



Information & Communication Technology: High School



High school students use SMART
Notebook "Shout It Out" lab activity to
answer a science question.
Responses displayed on SMART Board.

Weekly Time	Integrated within core contentElectives
Guiding Documents	 WA Educational Technology Standards Technology Proficiency Scales Technology Skills Continuum
Instructional Resources	 Office 2016 Suite SMART Notebook PowerSchool Learning Common Sense Media (Digital Citizenship) Online Databases Digital curriculum resources Supplemental resources
Supporting Resources	1:1 mobile devicesSMART Boards 2019 - 2021



High School Electives

Information Communication Technology

- Computer Science
- Computer Science and Software Engineering
- AP Computer Science
- Intro to Engineering Design
- Principles of Engineering
- Material Science
- Engineering Design and Development
- Digital Production Studio
- Digital Video

- Digital Design
- Digital Photography 1,2
- Architectural Drawing 1,2/3
- Microsoft Imagine Academy
- Video Production 1,2
- Digital Graphics
- Microsoft IT Academy
- WaNIC DigiPen Art and Animation
- WaNIC Video Game Programming



Supporting Information & Communication Technology



Continuum of Support:

Technology Integration Facilitators (TIF)

- Building Technology Integration Facilitators
- Train the trainer model
- Consultation & Collaboration meetings
- Facilitators in each school work with principal to create building instructional technology plans

Professional Learning

- Professional Learning Series classes
- Mobile Teaching & STEM Cohort
- Technology Workshops
- SMART Interactive Panel & Software trainings
- 5th grade 1:1 pilot, trainings
- DreamBox trainings
- Learning.com pilot, trainings

Knowledgebase for Integrating Technology (KIT)

- Tutorial resources and instructional strategies to support:
 - Curriculum Online
 - Hardware/Software
 - Microsoft Applications
 - Mobile Teaching
 - PGE Online
 - PowerSchool Learning
 - Staff Digital Citizenship and Acceptable Use Procedures
 - Technology Assistance
 - Technology Integration
 - Technology Training
 - Web Applications

TIF Program



TI Facilitator Training Book Study: Tasks Before Apps

Target Audience	Building TI Facilitators, Building Administrators, Technology Integration Specialists
Purpose	 Develop Building Instructional Technology Plans Support teacher leaders in developing and implementing building based professional learning Focus on pedagogy and leveraging technology to enhance teaching and learning Differentiate at the building level based on strategic work, needs, and interests
Format	 Monthly teacher leader meetings 2 scheduled building meetings per year
2018-19	 4 Technology Integration Specialists 41 elementary teacher leaders 33 secondary teacher leaders



Technology Integration Survey: Surface Book Impact



50% of teachers reported increased productivity including managing one device that they take to trainings.

LEAP Survey August 2018	1,078 teacher responses to question: "How has a Surface Book impacted your professional work and/or student instruction?
Strengths from 2017-18	 Flexibility Moving Around Classroom Productivity Classroom Management
Growth Areas 2018-19	Digital InkingTeaching Beyond Classroom Walls

Professional Learning



Elementary teachers learn how to utilize SMART panel interactive tools and instructional software.

Target Audience	All teachers
Purpose	Provide teachers with professional learning opportunities that impact their instructional practice and successfully integrate technology within teaching and learning
Format	 Building trainings for new programs In-person classes Online classes Blended learning classes Cohorts Webinars
2018-19	 86 SMART building trainings 35 DreamBox building trainings 56 Optional Classes 852 Participants



Professional Learning: Technology Integration Optional Classes

- □ Classes offered 2018-19: 56
- Class participants through March: 852
- Examples of classes:
 - Collaborating with OneNote Class Notebook
 - Data Collection with Microsoft Forms
 - Digital Inking in the Classroom
 - Integrating Technology to Support Problem-Based Learning
 - Introduction to Clicker 7 "The Complete Literacy Toolkit"
 - Mobile Teaching & STEM Cohort
 - SMART Notebook: Power & Potential
 - Teaching with Mobile Staff Devices
 - Using Surface Book Cameras to Enhance Instruction

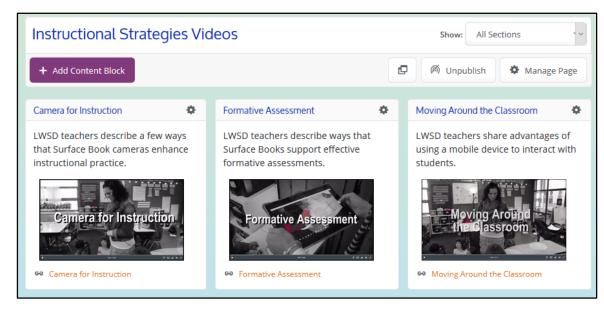


Mobile Teaching & STEM Cohort



Knowledgebase for Integrating Technology (KIT)





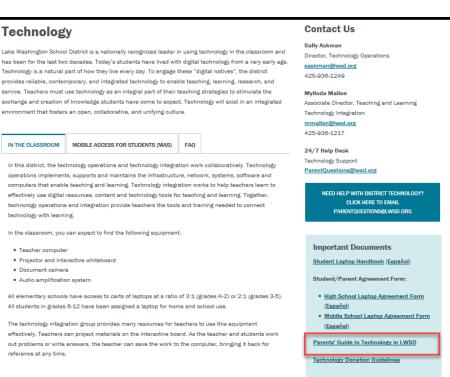
Target Audience	Teachers and administrators
Purpose	Provide teachers online tools and resources necessary to successfully integrate technology within teaching and learning
Format	Asynchronous learning to facilitate information sharing outside the constraints of time and place
2018-19	2,368 hours of use (August – March)



Supporting Parents

LWSD Webpage: Programs and Services > Technology

- Parents' Guide
- Classroom Technologies and Student Devices
- Technology Applications for Learning
- Technology Standards and Skills Learning Expectations
- Technology Systems for Student/Teacher/Parent Communication





Information & Communication Technology



Leveraging learning through Information and Communication Technology!