TECHNOLOGY BOARD REPORT

MARCH 2019

ISTE STANDARDS FOR LEADERSHIP

Visionary Leadership

Inspire and participate in the development and implementation of a shared vision for the comprehensive integration of technology to promote excellence and support transformational change throughout the instructional environment.

1a
Contribute to the development, communication and implementation of a shared vision for the comprehensive use of technology to support a digital age education for all students.

1b
Contribute to the planning, development, communication, implementation and evaluation of technology-infused strategic plans at the district and school levels.

1c
Advocate for policies, procedures, programs and funding strategies to support implementation of the shared vision represented in the school and district technology plans and guidelines.

1d
Implement strategies for initiating and sustaining technology innovations and manage the change process in schools and classrooms.

ISTE STANDARDS FOR LEADERSHIP

Professional Development and Program Evaluation

Conduct needs assessments, develop technology-related professional learning programs, and evaluate the impact on instructional practice and student learning.

4a
Conduct needs assessments to inform the content and delivery of technology-related professional learning programs that result in a positive impact on student learning.

4b
Design, develop and implement technology-rich professional learning programs that model principles of adult learning and promote digital age best practices in teaching, learning and assessment.

4c
Evaluate results of professional learning programs to determine the effectiveness on deepening teacher content knowledge, improving teacher pedagogical skills and/or increasing student learning.

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ISTE STANDARDS FOR EDUCATORS

1 Learner

Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Educators:

CLOSE

1a Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.

1b Pursue professional interests by creating and actively participating in local and global learning networks.

1c Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

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ISTE STANDARDS FOR EDUCATORS

2 Leader

Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Educators:

VIEW INDICATORS

2a Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.

2b Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.

2c Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.

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ISTE STANDARDS FOR EDUCATORS

③ **Citizen**

Educators inspire students to positively contribute to and responsibly participate in the digital world. Educators:

3a Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.

3b Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.

3c Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.

3d Model and promote management of personal data and digital identity and protect student data privacy.

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ISTE STANDARDS FOR EDUCATORS

④ **Collaborator**

Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:

VIEW INDICATORS +

4a Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.

4b Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.

4c Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.

4d Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

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ISTE STANDARDS FOR EDUCATORS

5 Designer

Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Educators:

VIEW INDICATORS +

5a Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.

5b Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.

5c Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.

ISTE STANDARDS FOR EDUCATORS

6 Facilitator

Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students. Educators:

6a Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.

6b Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.

6c Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.

6d Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.

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ISTE STANDARDS FOR EDUCATORS

⑦ **Analyst**

Educators understand and use data to drive their instruction and support students in achieving their learning goals. Educators:

7a Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.

7b Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction.

7c Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.

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TECHNOLOGY TECH LEADERS
Monthly Tech Training - Local Network Learning

ISTE CONFERENCE
Global Network Learning

PLTW TRAINING
Problem-Solving Learning Opportunities

DIGITAL CITIZENSHIP
Mentoring Students

STRETCH YOUR EDTECH PRACTICE

The ISTE Standards for Educators are a lot like yoga.

☑ Start where you are, get out of your comfort zone and progress at your own pace to move toward mastery.

☑ Practice with others to breathe!

☑ Don't forget to breathe!

Get the standards today at iste.org/StandardsForEducators

Breathe into the ISTE Standards for Educators

ISTE Standards

LEARNER

Learn from and with others and explore promising practices that leverage technology to improve student learning.

Extended Triangle Pose
Reach beyond your comfort zone to deepen your practice as you commit to continuous self-improvement.

LEADER

Seek opportunities to support student empowerment, help shape a shared vision and advocate for student equity.

Warrior I Pose
Tap into your courage and confidence as you use your strength to inspire and empower your students and colleagues.

CITIZEN

Inspire students to contribute responsibly in the digital world and guide them to be curious, wise, empathetic, safe and ethical.

Downward Facing Dog
View the world from a different perspective as your students explore ethical ways to use digital tools to change the world.

COLLABORATOR

Collaborate with others to improve practice, discover and share resources, and solve problems with others around the globe.

Partner Tree Pose
Lean on your partner to maintain your balance. If you fall out of the pose, smile and try again.

DESIGNER

Design authentic, learner-driven activities and environments that recognize and accommodate learner variability.

Wild Thing Pose
Open up to new possibilities so you can create innovative digital environments that engage and support learning.

FACILITATOR

Model creative expression, empower students to take ownership of their learning and create opportunities for students to innovate and solve problems.

Bridge Pose
Lying on your back, stretch into the role of facilitator and breathe as you become more comfortable with student-driven learning.

ANALYST

Use data to drive instruction and provide alternate ways for students to demonstrate competency and use assessment data to guide progress.

Upward Facing Dog
When analyzing data to inform practice, start small and work toward greater flexibility. Focus on goals, measure progress and reach higher.

ISTE STANDARDS FOR STUDENTS

① **Empowered Learner**

Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

CLOSE —

1a Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

1b Students build networks and customize their learning environments in ways that support the learning process.

1c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

1d Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

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ISTE STANDARDS FOR STUDENTS

② Digital Citizen   Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

VIEW INDICATORS

2a Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

2b Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

2c Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

2d Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

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ISTE STANDARDS FOR STUDENTS

3 Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

VIEW INDICATORS +

3a Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

3b Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

3c Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.

3d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

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ISTE STANDARDS FOR STUDENTS

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.

VIEW INDICATORS +

4a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

4b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

4c Students develop, test and refine prototypes as part of a cyclical design process.

4d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

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ISTE STANDARDS FOR STUDENTS

⑤ **Computational Thinker** — Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

VIEW INDICATORS +

5a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.

5b Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

5c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.

5d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

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ISTE STANDARDS FOR STUDENTS

6 Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

VIEW INDICATORS +

6a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

6b Students create original works or responsibly repurpose or remix digital resources into new creations.

6c Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.

6d Students publish or present content that customizes the message and medium for their intended audiences.

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ISTE STANDARDS FOR STUDENTS

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.

VIEW INDICATORS +

7a Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.

7b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.

7c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

7d Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.

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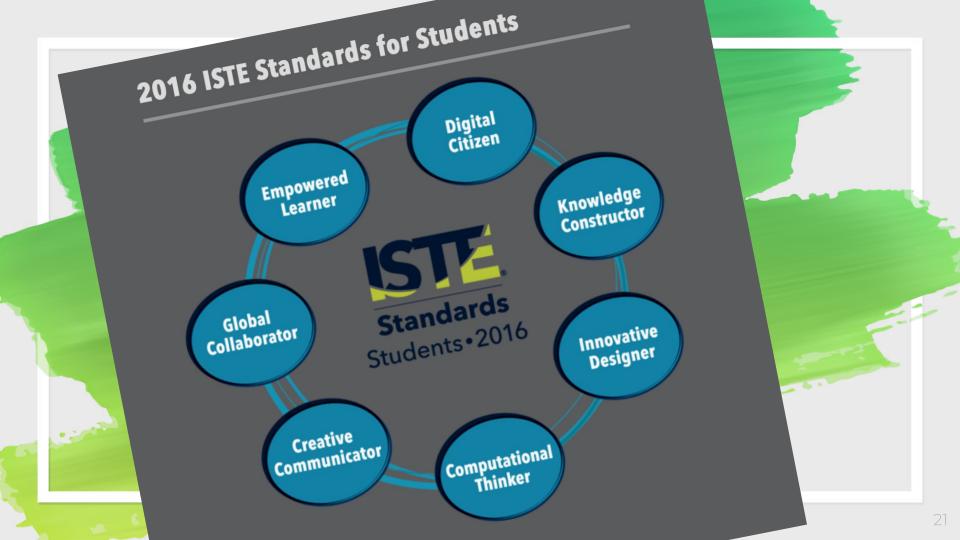
DIGITAL CITIZENSHIP

Learning & Engaging in Safe Behavior Using Tech

RESEARCH STRATEGIES

Explore real-world issues, pursuing answers or solutions. Use the information they gather to build connections and draw conclusions

MAKERSPACE LEARNING ENVIRONMENTS

While the challenge is designed by the teacher, student teams have a great deal of autonomy when it comes to determining how they will solve the problem posed.

2016 ISTE Standards for Students

Digital Citizen

Empowered Learner

Knowledge Constructor

Global Collaborator

Innovative Designer

Creative Communicator

Computational Thinker

ISTE Standards
Students•2016

E-RATE FUNDING

MOREnet

District receives automatic 76% E-rate Discount on invoices

Good news! MOREnet rates DECREASED by 9% for the 2019-2020 school year.

Connectivity

More Good News! Our district's Internet Circuit Capacity will be increased to 500Mb at NO COST to the district. Current capacity limited to 250Mb. We have not peaked YET but some days close to capactiy.

District will continue to pay for 250Mb bandwidth until it is necessary to increase bandwidth to 375Mb or 500Mb. Connectivity cost would increase by approximately 15%.

COPIERS

5 year lease ends June 30, 2019

Approval for Requests for Bids will be presented at the April Board Meeting

Paper Cut software - staff use fobs to access print jobs to save on copies/paper

FILTERING & MONITORING SOFTWARE

LightSpeed

Google Admin. Console

Gaggle

Sophos Firewall

Sophos Anti-Virus

TABLETS FOR PRE-K KINDERGARTEN & GRADE 1

Continue to use tablets in Pre-K, Kindergarten and 1st Grade.

Android Tablets could be managed through the Google Admin. Console.

DEVICE REPLACEMENT

Chromebook Rotation Plan

Elementary - 2nd Grade
(4 yr rotation)

Middle School - 6th Grade
(3 yr rotation)

High School - 9th Grade
(4 yr rotation)

INSURANCE FOR STUDENT DEVICES

548 - Paid for insurance

453 - Opted not to Pay

* * *

Elementary

144 Paid / 127 Opted not to Pay

Middle School

176 Paid / 151 Opted not to pay

High School

228 Paid / 176 Opted not to pay

INSURANCE CLAIMS & DAMAGES

Broken Screens - 45

Chargers - 6

Cases - 3

Keyboards - 10

Hinges - 3

Liquid Spill - 1

WINDOWS 10 UPGRADE

Windows 7 - No longer supported after January 2020.

Desktops and laptops will be upgraded to Windows 10.

Desktops that are not able to be upgraded due to age will need to be placed out of commission to avoid a security issue to our network.

THANK YOU!

Any questions?