EdTech Update for Board of Trustees

6/28/18
Agenda

- LCAP Goal Debrief
- BrightBytes Survey Results
- Infographic of 3 year progress
## EdTech/LCAP Professional Development Goal Results

<table>
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<tr>
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</thead>
<tbody>
<tr>
<td>G Suite Certification</td>
<td>18 teachers</td>
<td>5 more teachers</td>
<td>9 more teachers, goal achieved</td>
<td>5 more teachers</td>
</tr>
<tr>
<td>Mini-MERIT</td>
<td>23 teachers</td>
<td>15 more teachers</td>
<td>0 teachers, goal not achieved</td>
<td>15 more teachers</td>
</tr>
<tr>
<td>Technology use in SAMR</td>
<td>63% of Teachers</td>
<td>Increase by 5%</td>
<td>Increased by 6%, goal achieved</td>
<td>Increase by 5%</td>
</tr>
</tbody>
</table>
EdTech Plan: Year 1 Digital Citizenship

- BrightBytes Survey results
  - 71% of teachers taught 3 lessons
  - 2017-2018 EdTech/LCAP Goal = 75%
  - 2018-2019 EdTech/LCAP Goal = 85%
2017-2018 Empowered Learner Baseline
Empowered Learner Standards

1a. 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.
Elementary students are asked to participate in designing their learning process and set learning goals.

- Weekly: 41%
- Monthly: 51%
- Never: 8%
EdTech Plan: Year 2 Empowered Learner

Middle School-Goals

Students are asked to participate in designing their learning process and set learning goals
Elementary students are asked to reflect on their learning process

- 50% Weekly
- 37% Monthly
- 13% Never
Students are asked to reflect on their learning process.

- 33% at least weekly
- 40% monthly
- 20% every few months
- 7% never
EdTech Plan: Year 2 Empowered Learner

Elementary/Middle School-Feedback

Students are asked to receive feedback digitally from classmates

- 25% at least weekly
- 27% monthly
- 32% every few months
- 16% never
EdTech Plan: Year 2 Empowered Learner

Middle School-Learning Environment

Students are asked to create e-Portfolios

- 24% At least weekly
- 27% Monthly
- 20% Every few months
- 29% Never
EdTech Plan: Year 2 Empowered Learner

Elementary-Troubleshoot

Elementary Students: “I find good solutions when I have a problem with technology.”

- Yes, always: 39%
- Sometimes: 59%
- No, never: 3%
Students: “When I am confronted with a technology-related problem, I usually find good solution.”
Brightbytes Staff Results
Access to Devices
Access to Student Devices

Teachers are able to obtain computers on carts when needed

- 50% All the time
- 22% More than half the time
- 25% Less than half the time
- 25% Rarely
- 0% Never

Jan 1, 2018 to Present
Solids

Jan 1, 2017 to Jun 30, 2017
Stripes
Teachers report that the quality of support for problems disrupting instruction is:

- Excellent: 7%, 10%
- Above average: 42%, 32%
- Average: 40%, 45%
- Below average: 0%, 8%
- Poor: 2%, 1%
- None: 9%, 4%

**Tech Support**
Teachers expressed interest in the following educational technology PD topics:

1. Online Tools for Critical Thinking: 47%
2. Multimedia Skills: 42%
3. Classroom Management with Technology: 37%
Time spent per year teaching about creating an online presence

- More than 5 hours: 13%
- 3-5 hours: 13%
- 1-3 hours: 24%
- 1 hour or less: 7%
- I don't teach this: 42%
- 58%

Digital Citizenship
### SAMR Model Progress

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<table>
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<tbody>
<tr>
<td>Beginner</td>
<td>28%</td>
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<tr>
<td>Substitution</td>
<td>36%</td>
</tr>
<tr>
<td>Augmentation</td>
<td>27%</td>
</tr>
<tr>
<td>Modification</td>
<td>7%</td>
</tr>
<tr>
<td>Redefinition</td>
<td>0%</td>
</tr>
<tr>
<td>Substitution</td>
<td>36%</td>
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<td>--------------</td>
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<tr>
<td>Teacher Frequency of Digital Display Device Use</td>
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<tr>
<td>Teacher Frequency of Digital Textbook Use</td>
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<tr>
<td>Teacher Frequency of Digital or Online Assessment</td>
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<tr>
<td>Teacher Frequency of Online Use for Course Materials</td>
<td></td>
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<tr>
<td>Augmentation</td>
<td>27%</td>
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<tr>
<td>Teacher Frequency of Digital Assessment Tool Use</td>
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<tr>
<td>Teacher Collaboration</td>
<td>Use of Digital Tools</td>
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<tr>
<td>Teacher Creativity</td>
<td>Use of Digital Tools</td>
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<tr>
<td>Teacher Critical Thinking</td>
<td>Use of Digital Tools</td>
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<table>
<thead>
<tr>
<th>Modification</th>
<th>7%</th>
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<tbody>
<tr>
<td>Teacher Communication</td>
<td>Use of Digital Tools</td>
</tr>
<tr>
<td>Teacher Creativity</td>
<td>Use of Digital Tools</td>
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Brightbytes Student Results
Grades 3-8
Student-reported frequency of computer use in the classroom

- Almost daily: 83%
- Weekly: 74%
- Monthly: 14%
- Every few months: 23%
- Never: 2%

Middle School
Elementary student-reported frequency of computer use in the classroom

- Weekly: 95%
- Monthly: 4%
- Never: 1%

Comparisons:
- Jan 1, 2018 to Present
- Jan 1, 2017 to Jun 30, 2017

Elementary
Students are asked to receive feedback from others in the classroom

- At least weekly: 25% (Jan 1, 2018 to Present), 21% (Jan 1, 2017 to Jun 30, 2017)
- Monthly: 27% (Jan 1, 2018 to Present), 32% (Jan 1, 2017 to Jun 30, 2017)
- Every few months: 32% (Jan 1, 2018 to Present), 31% (Jan 1, 2017 to Jun 30, 2017)
- Never: 16% (Jan 1, 2018 to Present), 17% (Jan 1, 2017 to Jun 30, 2017)

Communication-Middle School
Elementary students are asked to receive feedback from others in the classroom.

- **Weekly**: 42%
- **Monthly**: 45%
- **Never**: 12%

**Comparison**:
- **Jan 1, 2018 to Present**
  - Solids: 58%
  - Stripes: 17%
- **Jan 1, 2017 to Jun 30, 2017**
  - Solids: 24%
Students are asked to collaborate online with classmates

Collaboration-Middle School
Elementary students are asked to collaborate online with classmates
Students are asked to identify and solve authentic problems

25% at least weekly
24% monthly
26% every few months
24% 20% 20% 20%
25% 30% never

Jan 1, 2017 to Present
Solids

Jul 1, 2015 to Dec 31, 2015
Stripes

Critically Thinking-Middle School
Elementary students are asked to solve real-life problems

2016-2017

- 12% Weekly
- 49% Monthly

2017-2018

- 15% Weekly
- 44% Monthly
Creativity-Middle School
Elementary students are asked to develop or present multimedia presentations

- **Weekly**
  - 19%

- **Monthly**
  - 69%

- **Never**
  - 12%

**Creativity-Elementary**
Students are taught how to act respectfully online

Digital Citizenship-Middle School
Elementary students are taught how to act respectfully online.
Brightbytes Parent Results
Beliefs

“Technology use in class can enhance student learning.”

Chart

Trends

Save Chart
Share

<table>
<thead>
<tr>
<th>Strongly agree</th>
<th>Agree</th>
<th>Are neutral</th>
<th>Disagree</th>
<th>Strongly disagree</th>
</tr>
</thead>
<tbody>
<tr>
<td>25%</td>
<td>44%</td>
<td>44%</td>
<td>19%</td>
<td>9%</td>
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<tr>
<td>33%</td>
<td></td>
<td></td>
<td>16%</td>
<td>4%</td>
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<td>3%</td>
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Jan 1, 2018 to Present

Jan 1, 2017 to Jun 30, 2017

Beliefs

39
“My child’s school encourages technology use for teaching and learning.”

Beliefs
Parents' comfort teaching their child about creating online presence

- Very high: 33%
- High: 28%
- Medium: 28%
- Low: 9%
- None: 3%

Comparing data between:
- Jan 1, 2018 to Present
- Jan 1, 2017 to Jun 30, 2017

Digital Citizenship
Next Steps 2018-2019

- Continue with differentiated EdTech professional development
  - As described in the May 2018 Board Update
- Coaching
- Implement Year 2: Empowered Learner
  - Focus on digital portfolios
- Makerspace development
Teacher Equipment

2015

Laptops

37

2018

iPads

100

Updated older models in 2016
Teacher Professional Development

G Suite Certification

0

Certified Educator

25 teachers

G Suite Professional Development

0

G Suite for Education

18 hours

Mini-MERIT

0

Krause Center for Innovation

23 teachers

G Suite Summit

0

EdTechTeam Summits

21 teachers

CALIFORNIA SUMMIT
STEAM Symposium

4 teachers

ISTE Conference

2 teachers

Bullis PBL Cohort

0 teachers

SAMR Model Implementation

58% of Teachers

72% of Teachers
FINAL DESTINATION

2023

Digital Citizenship 2017-2018
Manage digital reputation and private data, responsible use of technology and intellectual property.

Knowledge Constructor 2019-2020
Research and validate data, solve real-world problems, Project-Based Learning.

Computational Thinker 2021-2022
Collect data & analyze, use algorithmic thinking.

Empowered Learner 2018-2019
Goal setting, reflection, feedback, use tech tools, troubleshooting.

Creative Communicator 2020-2021
Select tools, create solutions, communicate, publish findings.

Global Communicator 2022-2023
Connect with others, collaborate to solve real-world problems.

Innovative Designer 2022-2023
Use empathy and design process to develop solutions to problems.
Board Discussion