Issaquah School District

Capital Levy

Technology

Digital Learning Experience Defined

Setting the stage…

Digital Learning Experiences facilitate the process for students to learn to use technology to support, develop, and enhance their learning through expression, creativity and innovation.

A shift from *pockets* of integration to *universal DLEs* throughout a student's K-12 journey.

DIGITAL USE DIVIDE

While essential, closing the digital divide alone will not transform learning. We must also close the digital **use** divide by ensuring all students understand how to use technology as a tool to engage in creative, productive, life-long learning rather than simply consuming passive content.

Simply consuming media or completing digitized worksheets falls short.

PASSIVE USE

Media production

Interaction with experts

Global connections

Immersive simulation

Design

Coding

Peer collaboration

ACTIVE USE

Provide students engaging digital learning experiences to learn technology and use technology to learn.

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Universal Digital Learning Experience

Equipment, Apps & Software

Professional Development

Support

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Equipment

Guaranteed and reliable access to standard equipment and apps at the point of instruction within the classroom to remove barriers teachers have regularly faced when trying to effectively integrate technology.

Teaching Stations: Desktop, document camera connected to touch display, additional HDMI cable/port for laptop.

Classroom

- Audio amplification for both teacher voice and media played through computer.
- Charging considerations

Student to computer ratios

- Kindergarten: 3 to 1
- First – Second Grade: 2 to 1
- Third – Fifth Grade: 1 to 1 in class
- Middle and High School: 1 to 1 take-home
    - *Hotspots will be available for checkout for students who qualify for free and reduced lunch.*

Library

- Set number of student kiosks to facilitate searching catalog, checkout, etc.

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Professional Development

Introduce Topic
- Whole Staff

Small Groups
- Share and reflect

Small Groups
- Curriculum connections
- Reflect, collaborate, plan

Implementation/Observation
- Put plan developed during small group time into place
- Implement in class
- Observe colleagues

TOSA meets with building Ed Tech Lead and Small Group leads to plan for next cycle

TOSA meets with building Ed Tech Lead and Small Group leads to plan small group work. Exemplar lessons developed/shared.

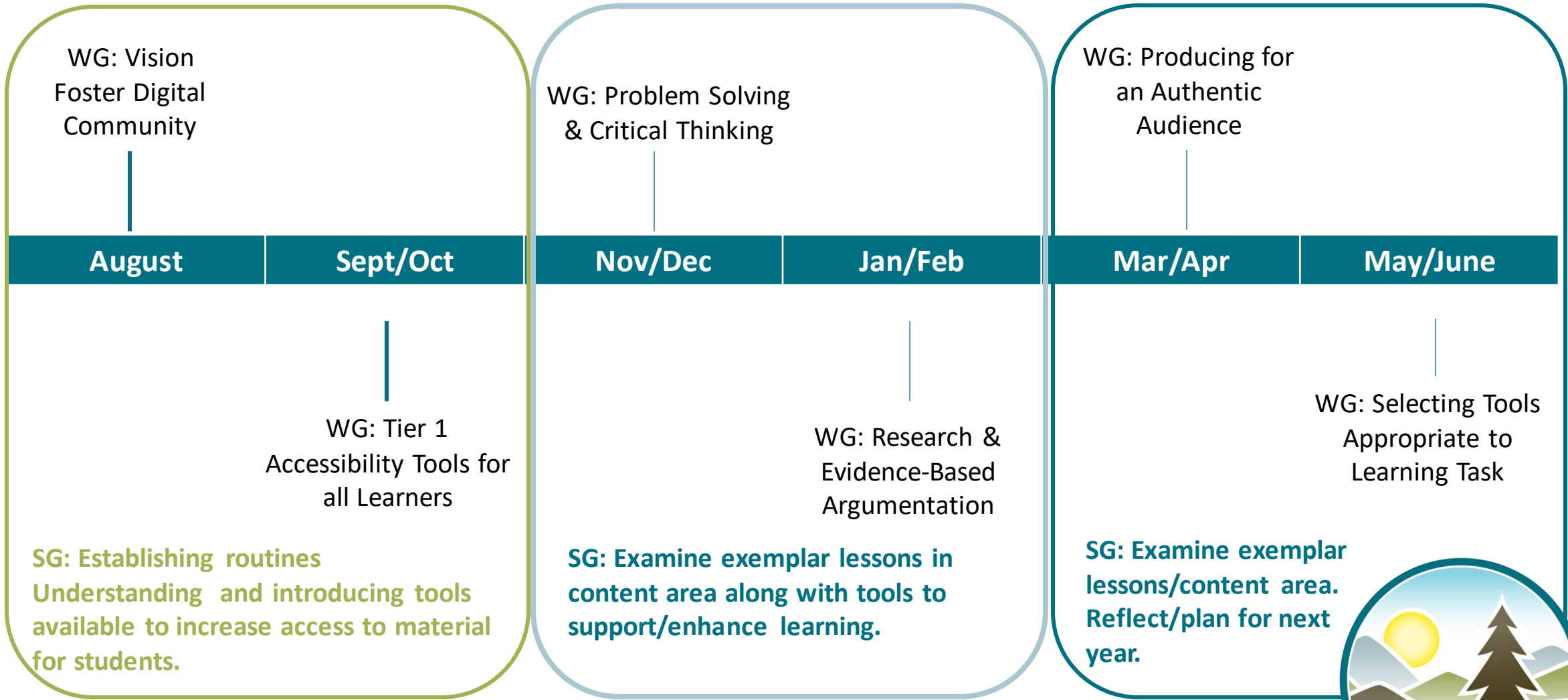TOSA /Ed Tech Lead supports staff with their plan

TOSA supports Ed Tech Lead with Lab Classroom. Building Tech Series "How To"

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Norms, Routines, Access

Development, Implementation, Reflection. Repeat.

Elementary

WG: Vision
Foster Digital
Community

August	Sept/Oct	Nov/Dec	Jan/Feb	Mar/Apr	May/June

WG: Problem Solving
& Critical Thinking

WG: Producing for
an Authentic
Audience

WG: Tier 1
Accessibility Tools for
all Learners

WG: Research &
Evidence-Based
Argumentation

WG: Selecting Tools
Appropriate to
Learning Task

SG: Establishing routines Understanding and introducing tools available to increase access to material for students.

SG: Examine exemplar lessons in content area along with tools to support/enhance learning.

SG: Examine exemplar lessons/content area. Reflect/plan for next year.

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Secondary

Topics

- Using SAMR to gauge instruction
- Assessing and gathering data
- Making assessment work for you
- Digital Literacy
- 1:1 Classroom management
- Digital Citizenship
- Student leadership with tech
- Student collaboration
- Tier 1 practices and Universal Design for Learning (UDL)
- Just one change
- Personalize learning
- Differentiation with tech
- GLAD in a 1:1 classroom
- Excite, Engage, Explore and Explain
- Creating a shared vision
- Plan for a tech-rich learning experience

Professional Practice

| Planning and Preparation | Classroom Environment |
| Instruction | Professional Responsibilities |

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Support

Instruction

- Support for teachers in the classroom, plan and facilitate professional development, explore and troubleshoot apps

Online Access

- Support for teachers, students and families with access to online textbooks and tools.

Hardware, software, network

- Support for schools, teachers, staff, and students with hardware, software, network and equipment issues.

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