



LAGUNA BEACH
UNIFIED SCHOOL DISTRICT

Classroom Technology Usage Update to the Board

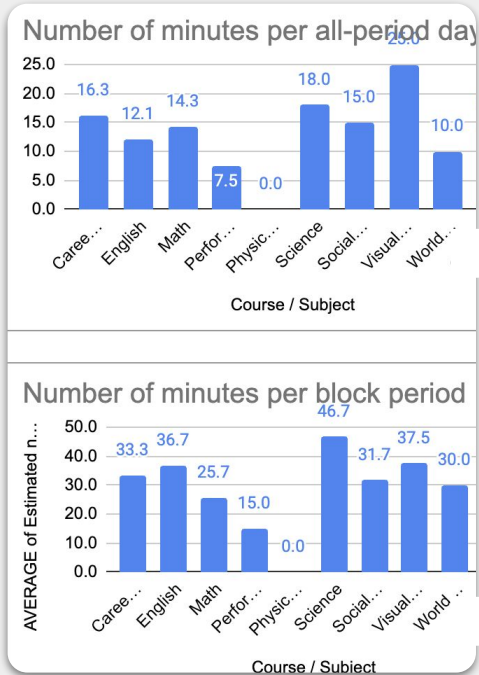
November 21, 2024

What Does Classroom Technology Look Like?

Not all screen time is created equal...



Classroom Screen Time Statistics



- **Elementary Grades:** 1-3 hours daily
- **Middle and High School:** 3-4 hours daily
- **Variations by Subject:**
 - Higher screen use in multimedia-focused subjects (e.g., photography, video production)
 - Teachers are focused on intentionally using technology for essential tasks.
 - **Essential Learning Tasks:**
 - Note-taking
 - Lab result documentation
 - Collaborative discussions
 - Immediate feedback through formative assessments
 - Many textbooks have moved to online versions requiring more screen time.
- **Purposeful Integration:** Enhanced comprehension, supported individualized learning, and provided opportunities for real-time reteaching and targeted support. Teachers utilized technology as a tool to enhance comprehension and support individualized learning, creating opportunities for real-time reteaching and targeted support for students needing extra help.

Unit Design

Signature Practices

- Research-based practices with high effect sizes.
- These practices engage students by focusing in on:
 - Formative assessment
 - Interaction
 - Multiple ways to represent knowledge.

190 Units

66 Sustainability
Focus

90 Social Emotional
Learning Focus

Signature Practices



FORMATIVE ASSESSMENT

QUIZZIZZ



- Interactive, fun quizzes! Can be done on the fly or self-paced for students
- Reporting allows for quick reteaching and grouping based on results
- Great for introducing new vocabulary

GIMKIT



- Gamified formative assessment tool requiring knowledge, collaboration, and strategy to win
- Integrates with Flashcard Factory Peardeck Add-On

SOCRATIVE



- Allows for students to vote on student generated content
- Real-time feedback based on the activity
- Works well for writing activities

PEARDECK



- Interactive presentation tool to actively engage students in individual and social learning
- Takeaways feature allows for customized reflection & review
- Flashcard Factory—students collaborate to illustrate and define terms which can then be imported to Gimkit.

BLOOKET



- Gamified formative assessment tool requiring knowledge, collaboration, and strategy to win
- Good for vocabulary building because you can get the same question more than once

QUIZLET



- Digital flashcards, matching games, practice assessments, and live quizzes
- Students can easily make on own
- New AI feature

FORMATIVE (6-12 ONLY)



- Assessment tool allowing for real-time viewing of student progress and ability to provide live feedback
- Integrates seamlessly with Canvas

GOOGLE FORMS



- Built into the Google Suite
- Easy to embed
- Autograding of quizzes in Classroom
- Summary feature and spreadsheet export

ILLUMINATE

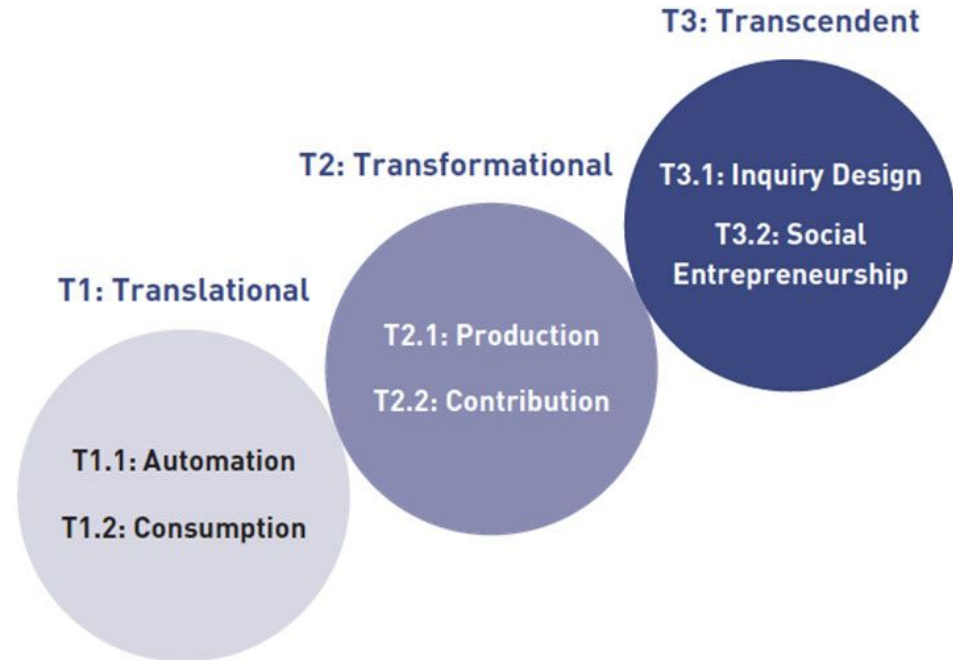


- Comprehensive common formative assessment tool for data-driven decisions
- Good for benchmarks assessments that are trackable over time

T3 Framework

We are moving our staff toward using technology at the T2 and T3 Levels.

Stages of Educational Technology Use



Sustainability



THANK YOU



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Questions