# 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.

<table>
<thead>
<tr>
<th>1a</th>
<th>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.</th>
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<tbody>
<tr>
<td>1b</td>
<td>Contribute to the planning, development, communication, implementation and evaluation of technology-infused strategic plans at the district and school levels.</td>
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<tr>
<td>1c</td>
<td>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.</td>
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<tr>
<td>1d</td>
<td>Implement strategies for initiating and sustaining technology innovations and manage the change process in schools and classrooms.</td>
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</table>
### 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. |
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:

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.
<table>
<thead>
<tr>
<th></th>
<th>Leader</th>
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<tbody>
<tr>
<td>2</td>
<td>Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning. Educators:</td>
</tr>
<tr>
<td>2a</td>
<td>Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.</td>
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<tr>
<td>2b</td>
<td>Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.</td>
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<td>2c</td>
<td>Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.</td>
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<tr>
<td></td>
<td>3 Citizen</td>
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<tr>
<td>3a</td>
<td>Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.</td>
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<tr>
<td>3b</td>
<td>Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</td>
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<tr>
<td>3c</td>
<td>Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.</td>
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<tr>
<td>3d</td>
<td>Model and promote management of personal data and digital identity and protect student data privacy.</td>
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<tr>
<td>4a</td>
<td>Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.</td>
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<tr>
<td>4b</td>
<td>Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.</td>
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<tr>
<td>4c</td>
<td>Use collaborative tools to expand students’ authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.</td>
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<tr>
<td>4d</td>
<td>Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.</td>
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</table>
5 Designer

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

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.
**Facilitator**

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

<table>
<thead>
<tr>
<th>6a</th>
<th>Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.</th>
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<tbody>
<tr>
<td>6b</td>
<td>Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.</td>
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<tr>
<td>6c</td>
<td>Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.</td>
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<tr>
<td>6d</td>
<td>Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.</td>
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</table>

International Society for Technology in Education (ISTE)
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.
TECHNOLOGY TECH LEADERS
Monthly Tech Training - Local Network Learning

ISTE CONFERENCE
Global Network Learning

PLTW TRAINING
Problem-Solving Learning Opportunities

DIGITAL CITIZENSHIP
Mentoring Students
LEARNER
Learn from and with others and explore promising practices that leverage technology to improve student learning.

Extended Triangle Pose
Reach beyond your limitations 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 1 Pose
Feel the power of courage and confidence as you use your strength to inspire and empower your students and colleagues.

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

Partner Tree Pose
Listen as your partner is sharing your talents. If you fall out of tree, come, and try again.

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

Wild Thing Pose
Open up new possibilities as you can create immersive digital environments that are engaging 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 in a back, extend into the side of the body and locate 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 stretching, align your practice, one small act can grow from flexibility into goals, innovation, progress, and much more.
ISTE STANDARDS FOR STUDENTS

1 Empowered Learner

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.
## 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.

<table>
<thead>
<tr>
<th>Standard</th>
<th>Description</th>
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<tbody>
<tr>
<td>2a</td>
<td>Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.</td>
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<tr>
<td>2b</td>
<td>Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.</td>
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<tr>
<td>2c</td>
<td>Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.</td>
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<tr>
<td>2d</td>
<td>Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.</td>
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</table>
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.

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.
### Innovative Designer

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

| 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. |
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.

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.
### 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.

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<tr>
<td>6a</td>
<td>Students choose the appropriate <a href="#">platforms</a> and <a href="#">tools</a> for meeting the desired objectives of their creation or communication.</td>
</tr>
<tr>
<td>6b</td>
<td>Students create original works or <a href="#">responsibly repurpose</a> or remix digital resources into new creations.</td>
</tr>
<tr>
<td>6c</td>
<td>Students <a href="#">communicate complex ideas</a> clearly and effectively by creating or using a variety of <a href="#">digital objects</a> such as <a href="#">visualizations</a>, <a href="#">models</a> or <a href="#">simulations</a>.</td>
</tr>
<tr>
<td>6d</td>
<td>Students publish or present content that <a href="#">customizes</a> the message and medium for their intended audiences.</td>
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## 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.

<table>
<thead>
<tr>
<th>7a</th>
<th>Students use <strong>digital tools</strong> to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.</th>
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<tbody>
<tr>
<td>7b</td>
<td>Students use <strong>collaborative technologies</strong> to work with others, including peers, experts or community members, to <strong>examine</strong> issues and problems from multiple viewpoints.</td>
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<tr>
<td>7c</td>
<td>Students <strong>contribute constructively</strong> to project teams, <strong>assuming various roles and responsibilities</strong> to work effectively toward a common goal.</td>
</tr>
<tr>
<td>7d</td>
<td>Students <strong>explore local and global issues</strong> and use collaborative technologies to work with others to <strong>investigate solutions.</strong></td>
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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

- Empowered Learner
- Digital Citizen
- Global Collaborator
- Knowledge Constructor
- Innovative Designer
- Creative Communicator
- Computational Thinker
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 capacity.

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

Android Tablets could be managed through the Google Admin Console.
Chromebook Rotation Plan

Elementary - 2nd Grade
(4 yr rotation)

Middle School - 6th Grade
(3 yr rotation)

High School - 9th Grade
(4 yr rotation)
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 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?