



# ICOC Update

February 4, 2016

**Props. S and Z ICOC  
Construction Subcommittee  
February 4, 2016, 3.4**

# What is a 1:1 Mobile Learning Environment?

Generally, 1:1 computing in the K-12 arena means that every child has access to a computing device of her/his own (Richardson et al., 2013).

Richardson, J. W., McLeod, S., Flora, K., Sauers, N. J., Kannan, S., & Sincar, M. (2013). Large-scale 1:1 computing initiatives: An open access database. *International Journal of Education and Development using Information and Communication Technology*, 9(1), 4-18

# What is Blended Learning?

THE DEFINITION OF **BLENDED LEARNING** IS A FORMAL EDUCATION PROGRAM IN WHICH A STUDENT LEARNS:

(1) AT LEAST IN PART THROUGH ONLINE LEARNING, WITH SOME ELEMENT OF STUDENT CONTROL OVER TIME, PLACE, PATH, AND/OR PACE;

(2) AT LEAST IN PART IN A SUPERVISED BRICK-AND-MORTAR LOCATION AWAY FROM HOME;

(3) AND THE MODALITIES ALONG EACH STUDENT'S LEARNING PATH WITHIN A COURSE OR SUBJECT ARE CONNECTED TO PROVIDE AN INTEGRATED LEARNING EXPERIENCE.

FROM THE CLAYTON CHRISTENSEN INSTITUTE.

# Why Do We Care?

- ▶ On July 8, 2014, the BOE adopted the [i21 Now – Vision of Today’s Learner.](#)
- ▶ *“Our educational community recognizes the unique skills and knowledge that today’s students must possess to live productively in an increasingly global and digital world. Simply being able to use technology is not enough. Today’s students need to be able to use technology to analyze, learn and explore. Digital age skills are vital for preparing students to work, live and contribute to the social and civic fabric of their communities. Competing globally in this new flat world will require a generation of passionate, globally aware and connected lifelong learners. Learning environments need to infuse relevance, innovation and collaboration to engage, empower and prepare students for the futures they will have in an ever changing world.”*

## English Language Arts significant improvement



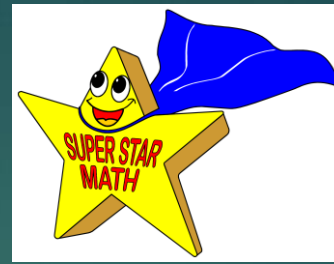
Bebell, D., & Kay, R. (2010). One to one computing: A summary of the quantitative results from the berkshire wireless learning initiative. *Journal of Technology, Learning, and Assessment, 9(2)*

Shapley, K. S., Sheehan, D., Maloney, C., & Caranikas-Walker, F. (2010). Evaluating the implementation fidelity of technology immersion and its relationship with student achievement. *Journal of Technology, Learning, and Assessment, 9(4)*

Suhr, K. A., Hernandez, D. A., Grimes, D., & Warschauer, M. (2010). Laptops and fourth-grade literacy: Assisting the jump over the fourth-grade slump. *Journal of Technology, Learning, and Assessment, 9(5)*



## Mathematics significant improvement



Carr, J.M. (2012). Does math achievement h'APP'en when iPads and game-based learning are incorporated into fifth-grade mathematics instruction. *Journal of Information Technology Education: Research*, 11, 269-286.

Shin, N., Sutherland, L.M., Norris, C.A., & Soloway, E. (2012). Effects of game technology on elementary student learning in mathematics. *British Journal of Educational Technology*, 43(4), 540-560.

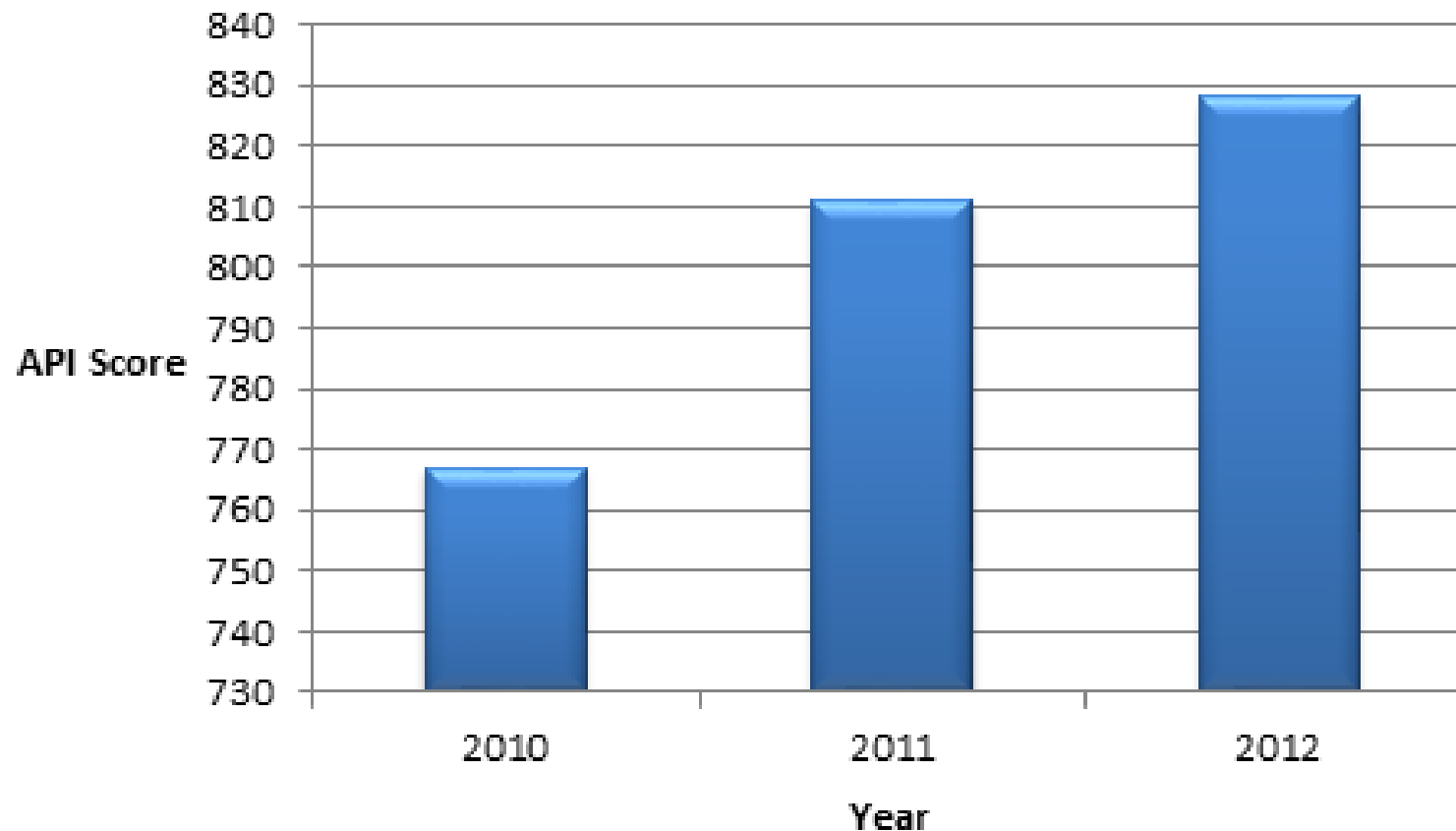
## Science significant improvement



Hsieh, P., Cho, Y., Liu, M., & Schallert, D.L. (2008). Examining the interplay between middle school students' achievement goals and self-efficacy in a technology-enhanced learning environment. *American Secondary Education*, 36(3), 33-50.

## Academic Performance Index (API) significant improvement at San Diego Unified

### Academic Performance Index (API) Innovation Middle School, 2010-2012



How?

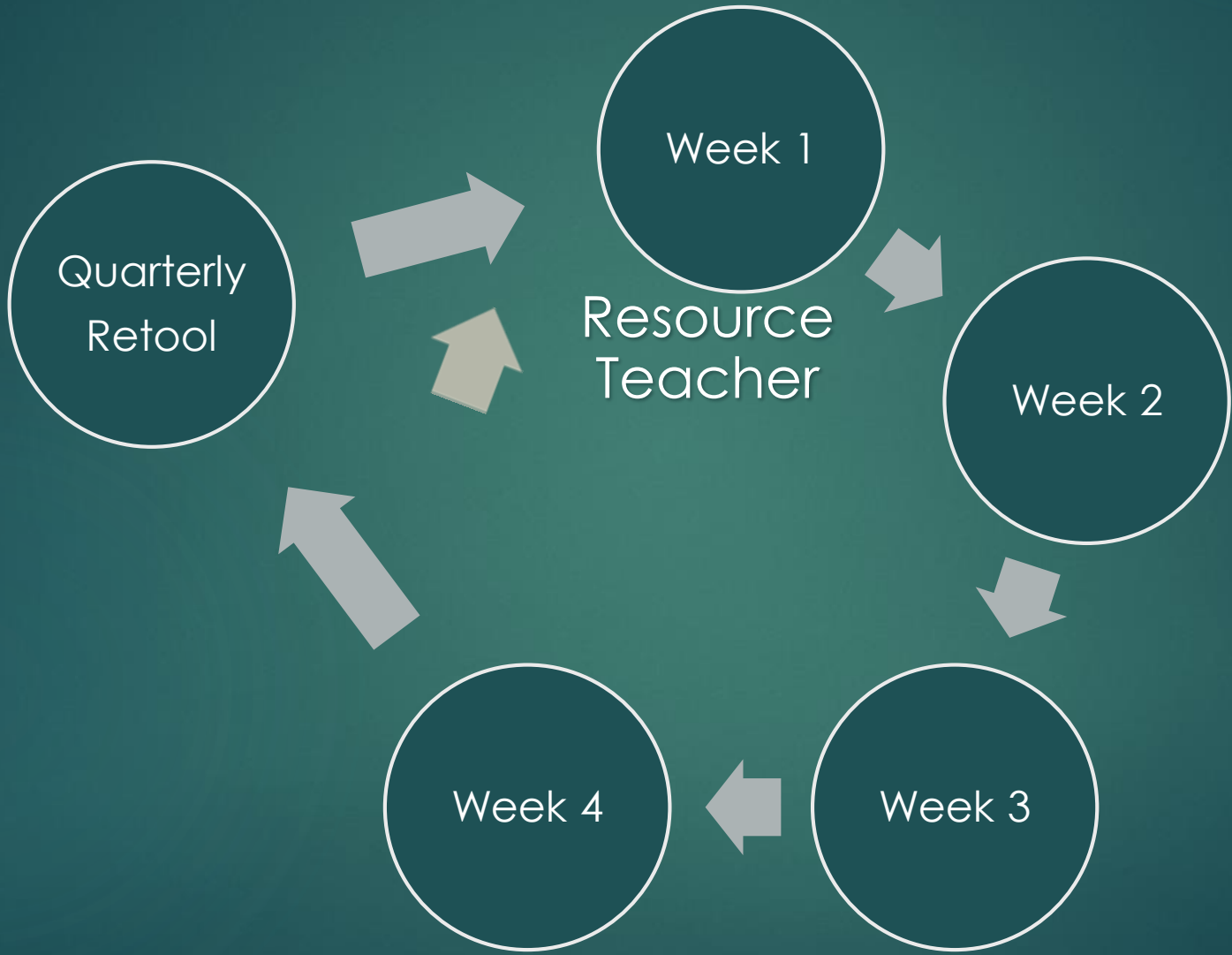


# Support Plan



- Instructional Support
- Computer Repair
- Content
- Site Leadership

# Instructional Support

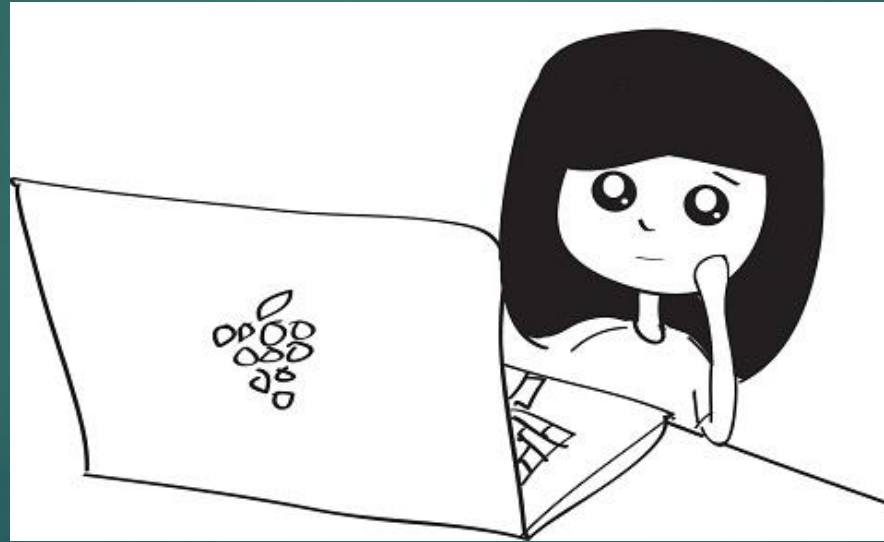


# Computer Repair - Device Independence

GAFE

Office 365

Active Directory



# Content



- Safari Montage
- NBC Learn
- Destiny
- CK-12
- Learning Management System
- Houghton Mifflin Harcourt
- Pearson

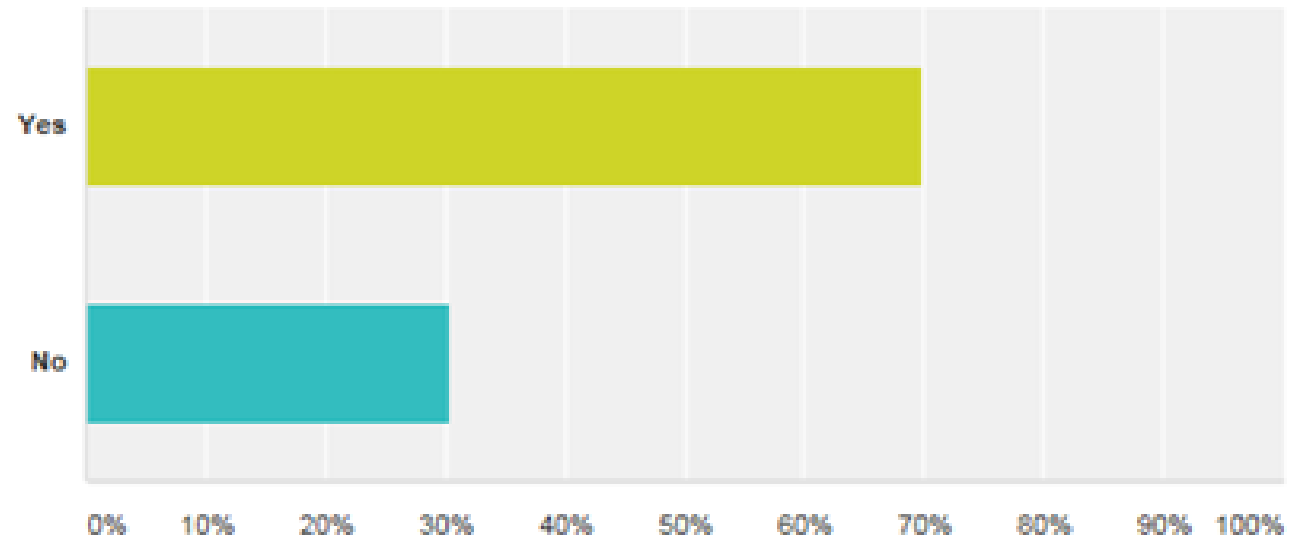
# Site Leadership Discussion



Q21

## Would you support issuing student devices to each student to use during the school day and bring home with them?

Answered: 224 Skipped: 22



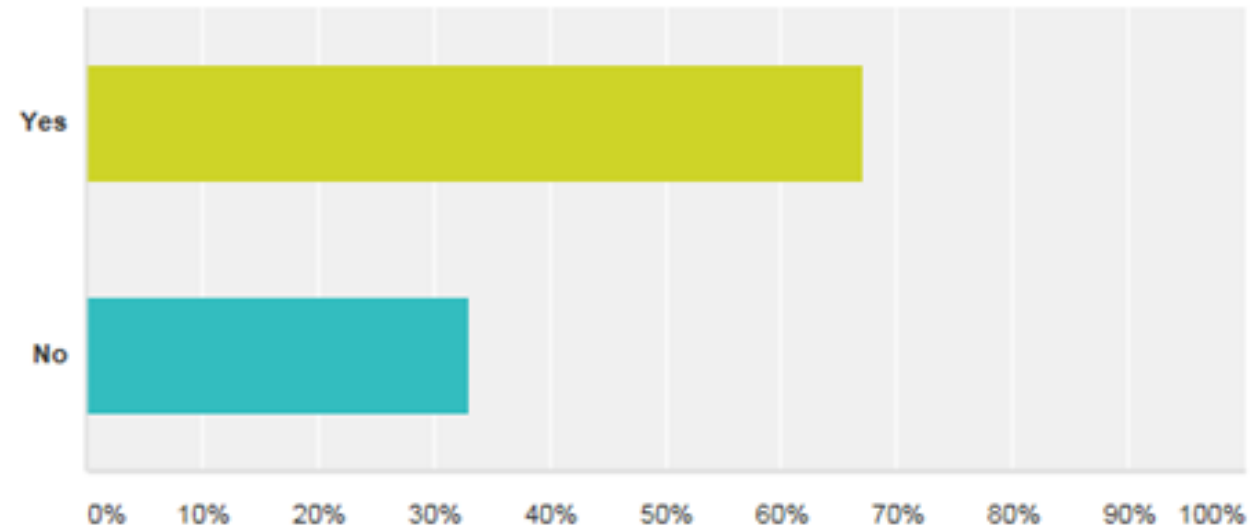
Answer Choices	Responses	
Yes	69.64%	156
No	30.36%	68
Total		224



Q22

## Do you support a move from printed textbooks to digital textbooks and other types of digital materials?

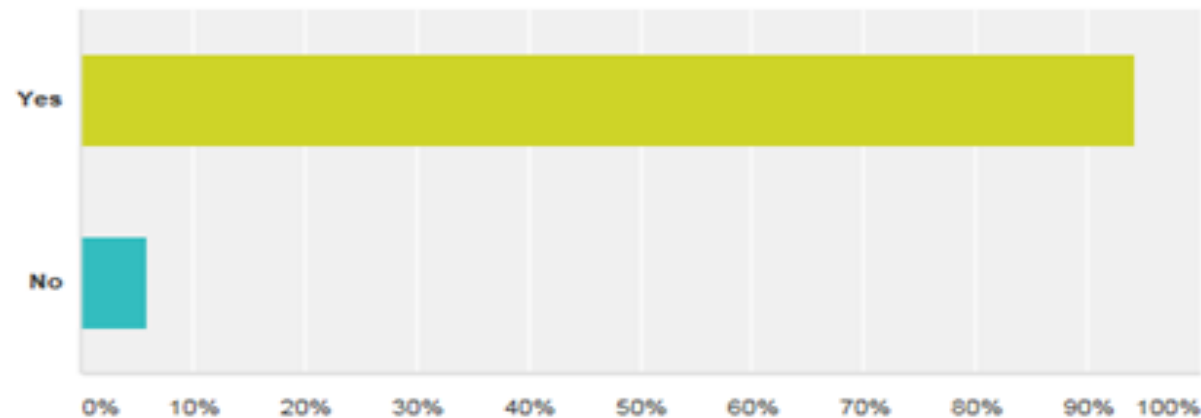
Answered: 224 Skipped: 22



Answer Choices	Responses	
Yes	66.96%	150
No	33.04%	74
Total		224

**Do you believe that a Blended Learning model of instruction will increase student engagement, student achievement, and the amount of time students devote to learning? (Blended Learning Definition: Blended Learning means students can access curriculum in the physical classroom as well as outside the classroom using digital resources, at any time, and at their own pace.)**

Answered: 224 Skipped: 22



Answer Choices	Responses
Yes	94.20% 211
No	5.80% 13
Total	224



# Mira Mesa Elementary Schools Rollout 2015-2017

## Schools

- ▶ Ericson, Hage, Hickman, Jonas Salk, Mason, Sandburg, Walker
- ▶ Grades: TK-5

## 1:1 Deployment Timeline (Devices to Students)

- ▶ Jonas Salk - Deployed Fall/Winter, 2015-2016 School Year
- ▶ Remaining Elementary Schools - Fall 2016

## EdTech Resource Teachers

- ▶ Julie Garcia
- ▶ Mike Senise
- ▶ Kelly O'Brien

## Ongoing Work with Schools:

- ▶ Professional Development
- ▶ On Site Support
- ▶ Logistics



# STEAM Schools Rollout 2015-2017

## Schools

- ▶ Carson, Franklin, Jefferson, Linda Vista, Montgomery MS, Valencia Park, Washington
- ▶ Grades: TK-8

## 1:1 Deployment Timeline (Devices to Students)

- ▶ Fall 2016

## EdTech Resource Teachers

- ▶ Kelly O'Brien, Dena Hause, Mickey Brown, Mike Senise, Derek Suzuki

## Ongoing Work with Schools:

- ▶ Professional Development
- ▶ On Site Support
- ▶ Logistics



# Legacy LOGO Schools 2015-2017

## Schools & 1:1 Deployment Timeline

- ▶ Dana Middle - *Grade 6*
- ▶ Innovation Middle - *Grades 6, 7, 8*
- ▶ Knox Middle - *Not Deployed this Year*
- ▶ Lewis Middle - *Grade 6*
- ▶ Longfellow K-8 - *Grades 6,7,8*
- ▶ Millennial Tech Middle - *Grade 6*
- ▶ Montgomery Middle - *Deploying 2nd Sem 2015/2016*
- ▶ Pershing Middle - *Grade 6*
- ▶ San Diego Early Middle College 9, 10, 11, 12
- ▶ Wilson Middle - *Grade 6*

## EdTech Resource Teachers

- ▶ Pamela Rabin, Renea Jaeger, Julie Garcia, Kelly O'Brien, Mike Senise

## Ongoing Work with Schools:

- ▶ Professional Development
- ▶ On Site Support
- ▶ Logistics



# Crawford Schools Rollout 2015-2017

## Schools

- ▶ Secondary - Crawford HS & Mann MS
- ▶ Elementary - Clay, Carver, Euclid, Fay, Ibarra, Marshall, Oak Park, Rolando Park

## 1:1 Deployment Timeline (Devices to Students)

- ▶ Mann - Pilot New Devices (Feb 2016)
- ▶ Remaining Elementary Schools - Fall 2016

## EdTech Resource Teachers

- ▶ Pamela Rabin, Renea Jaeger, Kelly O'Brien

## Ongoing Work with Schools:

- ▶ Professional Development
- ▶ On Site Support
- ▶ Logistics



# Technology Advisory Group



- Device Selection
  - Device Shootout with 20 devices
  - 178 criteria for student interaction and learning
- I21 Classroom Specification Update



# ICOC Update Q & A

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