

Auburn City Schools 21st Century Learning Initiative

Goal #1--Teachers will change and improve the delivery of instruction to realize the benefits of a one-to-one computing environment

Objective 1-To infuse curriculum, instructional methods, content, projects and lessons with 21st century education technology throughout the daily delivery of classroom instruction

Activities that help achieve the objective and realize the outcome	Inputs that help achieve the objective and realize the outcome	Data	Measurement	Outcome [What was accomplished]	Time Line
Establish a borrow first, buy if you have to, and create as last resort policy for acquisition of curriculum, instructional methods, content, projects, and lessons	Digital and digitized curricular materials and subscription services.	Percentage of digital documents, content, and processes	X% increase in digital documents, content, and processes		
Create scavenger teams of both teachers and students to find resources with emphasis on drawing from the resources and experiences of existing 1 to 1 middle school programs.	Self-paced lessons, modules, and courses	Survey of teachers (those delivering the instruction and those who teach them in the next year after the instruction is delivered), students, and parents.	Increase in reported amount of change in the curriculum, instructional methods, content, projects, and lessons		
Identify the gaps between what has been acquired, what is available for acquisition, and what is still needed.	Best practices research and practical tools and materials based on that research	Observation of teaching, learning, and preparatory activities.	Increase in observed changes in curriculum, instructional methods, content, projects, and lessons		
Create and facilitate growth of self-directed and viral learning communities (e.g. Wikipedia) to support independent learning, information gathering and exchange, and communication	Sandbox space on the Internet for new kinds of communications exchanges and new on-line communities that meet safety and quality requirements	Direct comparison of curriculum, instructional methods, content, projects, and lessons to record the quantitative and qualitative differences as well as differences in kind	Observable differences in curriculum, instructional methods, content, projects, and lessons		
	Educational computer games and simulations that are educational sound but still compete with games for entertainment				

Objective 2-The learning environment will support objective #1

Activities that help achieve the objective and realize the outcome	Inputs that help achieve the objective and realize the outcome	Data	Measurement	Outcome [What was accomplished]	Time
<p>Installation of the infrastructure necessary for the capture, storage, organization, transmission, processing, and delivery of digital content, software, and web services to support the 21st CLI</p>	<p>Servers Laptops and desktops Peripherals Common digital display devices Data networks Electrical power Hard disk, RAM, and media-based storage Backup systems Business continuity systems Disaster recovery systems Computer furniture Computer and equipment racks Computer and equipment storage</p>	<p>Servers—the number, throughput, security, and availability Laptops and desktops—the number, availability, and ability to perform tasks within a reasonable time Peripherals—the kind and number for the tasks Common digital display devices—the number Data networks—the speed, coverage, and availability Electrical power—proximity to equipment and convenience of access Hard disk, RAM, and media-based storage—the amount Backup systems—their existence and regular use according to the backup schedule Business continuity systems—the continued availability of systems when covered events and scenarios occur Disaster recovery systems—the tested return to operational status within the time specified when a defined event destroys or harms personnel, systems, components, facilities, or other necessary elements Computer furniture—the number and its ergonomic fit between the person, task, and equipment Computer and equipment racks—the number</p>	<p>Be in the top quartile among peers according to benchmarks for levels of hardware, software, peripherals, services, and availability. (For laptops the number is obviously one for each student.)</p>		

Objective 3-The staff will have the skills and knowledge achieve objective #1

<p>Delivery of initial training and continuing professional development by: In person delivery Computer based training Distance learning methods Printed materials Testing Observation Observation of the teacher using the skill or method for the purpose of giving feedback and advice Direct observation of another teacher using the skill or method by the teacher wishing to use that skill or method Remote observation of either the teacher using or wishing to acquire the skill or method In person and remote mentoring by local, other district, academic, and professional staff</p>	<p>Staff development materials, web sites, distance learning offerings, and classroom based and self-direct learning opportunities. Mentors and observers</p>	<p>Determine % of Teachers that are at the Entry, Adoption, Adaption, Appropriation, and Innovation stages of technology use in their teaching (Apple Classroom of Tomorrow or ACOT Study).</p>	<p>95% of teachers will progress from their initial state of use of technology in their teaching according to the ACOT scale to the innovation stage within three years and show progress from each stage to the next during the three year period.</p>		
		<p>Survey and use existing baseline data on teacher knowledge and skills. Observation of teachers and review of curriculum and lesson plans.</p>	<p>Survey and observation data will be combined to create a hybrid score for the required and desired levels of skill and knowledge.</p>		
		<p>Use the NSDC's Standards for Staff Development Assessment Inventory of compliance or a similar standard to establish a baseline for the quality of the program.</p>	<p>The self assesment will show compliance with NSDC or other selected standard for staff development delivered for the 21st CLI.</p>		