



TUSD Technology Oversight Committee



BYU
Powtoon

BOARD APPOINTED

- 7 Community Members
- 1 Ex-Officio Member
- Lori Riegel, MJEEd - Chair
- Andrew Gardner, M.Eng - Vice Chair
- Meets once per month

PRELIMINARY IMPROVEMENTS SUPPORTED BY TOC

1. Received ongoing updates regarding infrastructure
2. Improvements to stability and capacity of network
3. Director of instructional technology and TTL program resulting in early adopters on each campus
4. Continued rotation of TOC members on RFP committees for technology purchases, based on expertise and background of members

RFP COMMITTEES

- Lottery System
- EBAS



The “Plurals” Generation

- ▶ Digital Natives vs. Digital Transplants
- ▶ Move comfortably and seamlessly from device to device and platform to platform
- ▶ Digital culture as way of thinking, not tied to specific technology
- ▶ Social culture transformed by technology impacts relationships and access to information
- ▶ Multiple conversations across multiple platforms are instantaneous

Education Transformation Framework

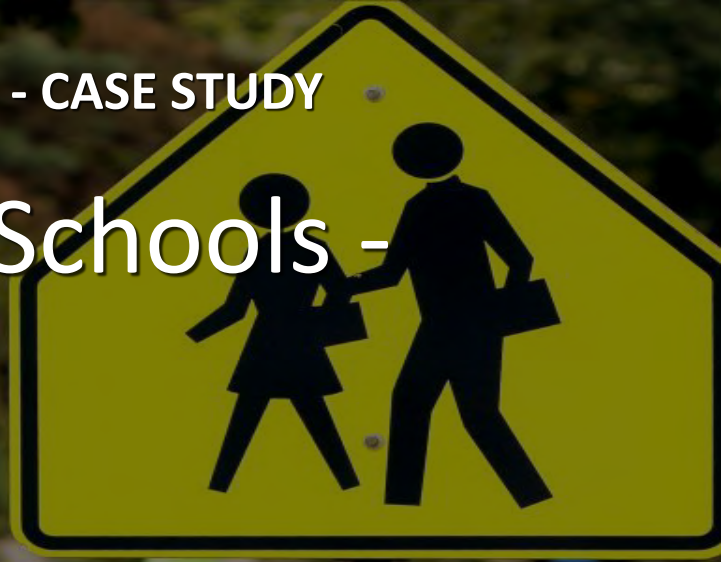
The Microsoft Education Transformation Framework helps fast track system-wide transformation by summarizing decades of quality research. It includes a library of supporting materials for the ten critical components of transformation, each underpinned by an executive summary and an academic whitepaper detailing global evidence. This provides a short-cut to best practice, speeding up transformation and avoiding the mistakes of the past. Microsoft also offers technology architectures and collaborative workshops to suit your needs.

microsoft.com/education/leaders



SUCCESSFUL USE OF TECHNOLOGY - CASE STUDY

- Howard County Public Schools - Baltimore, MD
- 76 Schools
- 53, 637 Students
- Ratio of Computers to Students is 1:2
- Graduation Rate: 93.5%



INSTRUCTIONAL TECHNOLOGY

Sample Curricular Standard – First Grade

COMMUNICATION AND COLLABORATION

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

i. Develop age-appropriate digital media to learn about and share information and works with others. (e.g., collaborate with a partner to illustrate and present a narrative or informational writing using collaborative graphic organizer, etc.).

b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

Integration with Strategic Plan

▶ CURRICULUM

- ▶ 1. High Academic Standards
- ▶ 2. Instruction – meet needs of all learners
- ▶ 3. Professional Development
- ▶ 4. Data – check for understanding
- ▶ 5. Assessment integrated into curriculum

▶ DIVERSITY

- 4. Advanced learning opportunities
- 5. Community engagement

▶ FACILITIES

- 4. Technology Plan – Specific-use, collaborative learning spaces, energy needs



Free Puppy?

- Write the World
- ConnectED Library Challenge

FOCUS ON CONTINUED IMPROVEMENTS AND STRIDES

1. Continued improvements in the realm of instructional technology, including proper training, support and equipment to implement successful strategies.
2. Integration of digital curriculum into district's current curriculum and strategic plan
3. Committee focused specifically on integration of digital curriculum, straddling multiple entities:



COMMUNITY COMMITTEE ON INSTRUCTIONAL TECHNOLOGY PLAN AND DIGITAL CURRICULUM:

Curriculum Department

Teachers (including TTLs and classroom teachers)

Students

Community Representatives, including collaborative
partners

Representation from TOC