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## **PSB Technology Vision**

## OVERALL TECHNOLOGY GOAL

By 2019, we will create the infrastructure, build instructional capacity, and support innovation for the full integration of technology into teaching, learning, and administration in the Public Schools of Brookline.

## We use technology to improve our ability to. . .

- 1. **Maximize learning** for all students using techniques and materials that take into account varying backgrounds, capabilities, and learning styles.
- 2. **Communicate** and **collaborate** in our schools, our community, and the evolving global society.
- 3. Ensure that all students obtain **digital literacy skills** that are required in the 21st century.
- 4. Create a well-integrated, **learner-centered environment** focused on **inquiry** into engaging problems.
- 5. Enrich and extend **professional learning** for all teachers and instructional leaders.
- 6. **Enable all school personnel** to effectively and comfortably use technology as a teaching and administrative tool so that more resources and time can be focused on teaching students.

#### **DEVELOPING DIGITAL LEARNERS**

#### **KEY COMPONENTS**

## STUDENT CAPACITY



The Public Schools of Brookline ensure all students use skills and knowledge of 21st century tools to collaborate, solve problems and create new knowledge.

#### TARGET AREAS:

- Digital Literacy
- Information Literacy
- Digital Citizenship
- Computer Science

## EDUCATOR CAPACITY



The Public Schools of Brookline ensure all staff have the appropriate understanding of content, pedagogy and technology to support 21st teaching and learning.

#### TARGET AREAS:

- Digitally Competent Teachers
- Digitally Competent Leadership
- Skilled Administrative Support

## CURRICULUM INTEGRATION



The Public Schools of Brookline creates and implements curriculum that develops skills and knowledge of 21st century tools to collaborate, solve problems and create new knowledge.

#### TARGET AREAS:

- Integrated Curriculum
- Student-Created Digital Products
- Digital Portfolios

#### **RESOURCES**



The Public Schools of Brookline invests in resources so all learners have access to high quality materials in a variety of formats.

- High Quality Digital Content
- Online Learning
- Assessment Tools

# STUDENT CAPACITY

The Public Schools of Brookline ensure all students use skills and knowledge of 21st century tools to collaborate, solve problems and create new knowledge.

#### Student Capacity 1: Technology Skills

All students will demonstrate basic technology skills proficiency by the end of 8th grade in order to apply and advance these skills in high school and career.

#### Student Capacity 2: Information Literacy

All students will demonstrate information literacy skills as measured within core subject assignments by grade level (SS Historical writing, Science Lab reports, ect.)

#### Student Capacity 3: Digital Citizenship

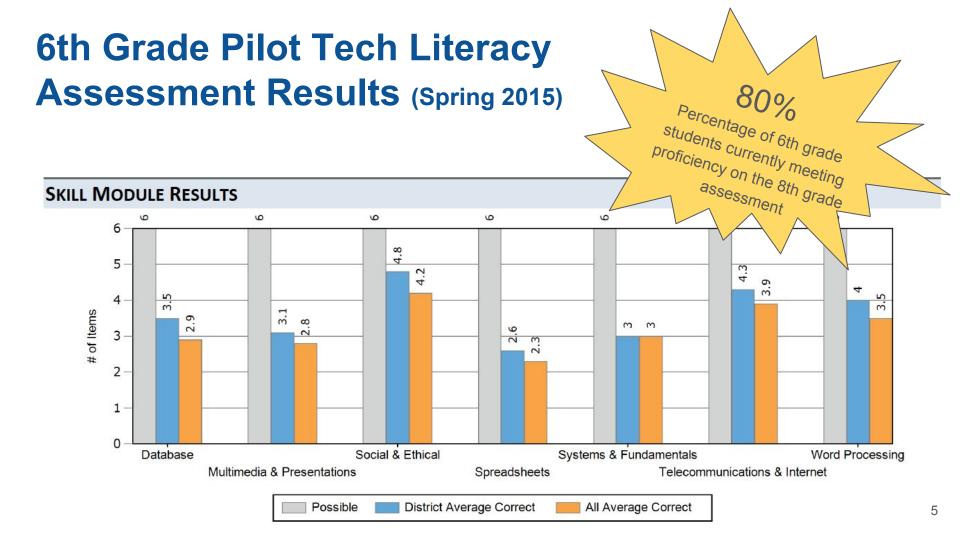
All students will practice safe and responsible technology use throughout the grades.

#### Student Capacity 4: Computer Science

All students will participate in the study of computer science.



- Digital Literacy
- Information Literacy
- Digital Citizenship
- Computer Science



# **EDUCATOR CAPACITY**

The Public Schools of Brookline ensure all staff have the appropriate understanding of content, pedagogy and technology to support 21st teaching and learning.

#### Tier 1: District Baseline Training

- School-based workshops/support
- Collaborative time explorations

#### Tier 2: Job-Embedded Technology Coaching

- Role of the ETS and other specialists
- Guidance from the curriculum areas
- Supporting innovation and risk-taking
- Sharing and promoting successes

### Tier 3: Opportunities for Enhancement

Conferences and workshops

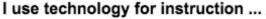
### Enterprise System Rollouts

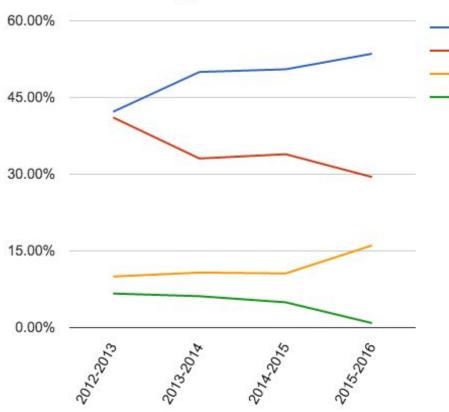
Gmail, Calendar, Groups (Spring-Summer 2016)



- Digitally Competent Teachers
- Digitally Competent Leadership
- Skilled Administrative Support

## **Professional Practice**





#### I rarely or never use technology for

nearly every day about once a week about once a month—

instruction-

#### **Contributors**

- Teacher laptop program
- Mounted projection in classrooms
- Access to more tech for teaching
- Better bandwidth
- Digital Learning Apps
- Ongoing support
- Google Apps for Ed and Canvas

## **Common Toolkits**

#### **G-Suite for Education**



- Online Productivity Suite
- Google Apps for Education
  - Students in grade 3.5 -12
  - All staff throughout district
- Promotes Digital Literacy and Digital Citizenship
- Promotes collaboration
- A platform for digital portfolio
- Supports curriculum integration as well as "Digital Work"

## **Canvas Learning Management**



- Learning Management System used to enhance student learning and content delivery
- 92% of all BHS staff using Canvas
- Clubs, Activities, and Sports
- 6-8 pilot at Pierce and Driscoll
- Professional Development Online
- Enrichment and Challenge Course

## **Benefits**

#### **G-Suite for Education**



## **Canvas Learning Management**



- Use of common tools to support
  - Communication, collaboration and digital distribution of files
  - Executive functioning and student ownership of learning
  - Formative feedback and the ability to support student work in progress
- Provides anytime access to tools to support blended learning
  - Use of surveys, discussions, grading tools, assignments, calendar
  - Prepares students for online learning experiences
- Mobile access friendly and device agnostic.

# **CURRICULUM INTEGRATION**

The Public Schools of Brookline creates and implements curriculum that develops skills and knowledge of 21st century tools to collaborate, solve problems and create new knowledge.

- Curriculum Integration
  - Project-Based Learning 101
  - Coordinator led curriculum work
  - Ongoing collaboration and pioneering
- Student Developed Digital Products
- PSB Keyboarding Benchmarks
- Digital Citizenship Scope and Sequence Draft
- Scaffolded Citation Framework
- Exploration of coding, robotics and 3-D printing



### **RESOURCES**

The Public Schools of Brookline invests in resources so all learners have access to high quality materials in a variety of formats.

- Software and Apps
- Portfolio of Digital Content
  - District sponsored (World Book, Pebble Go, ABC-Clio)
  - State sponsored (Encyclopedia Britannica, Gale Resources)
  - Partnerships with public library (Tumblebooks, J-Stor)
- E-Books and Audio Books
- Devices



- High Quality Digital Content
- Online Learning
- Assessment Tools

## **Equitable Access in the Schools**

#### **Goal One:**

Increase access to more mobile devices to support learning

#### **Goal Two:**

Create better equity for access to devices across the schools

#### **Goal Three:**

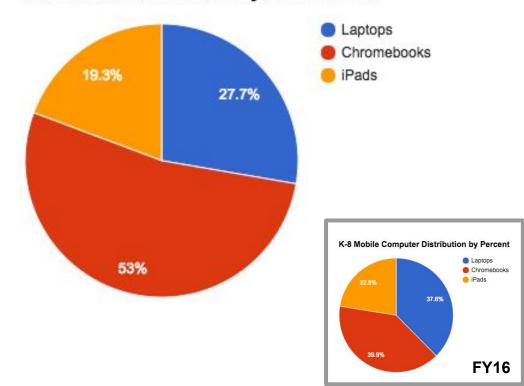
Establish appropriate lifecycles on equipment

## **Better Access and Greater Equity Across Schools**

#### **Students per Device FY14 - FY17**

	Ratio	Ratio	Ratio	Ratio
School	FY14	FY15	FY16	FY17*
Baker	6.42	4.38	2.51	1.8
Devotion	6.25	4.0	2.19	1.4
Driscoll	6.26	3.54	2.07	2.0
Heath	2.9	3.0	1.56	1.8
Lawrence	6.92	4.36	2.17	2.0
Lincoln	7.62	4.12	1.8	1.6
Pierce	8.08	3.89	2.45	2.0
Runkle	4.06	3.72	2.19	1.8
Mean	6.06	3.87	2.12	1.8
Range	5.18	1.38	.95	.6

#### K-8 Mobile Distribution by Percent FY17



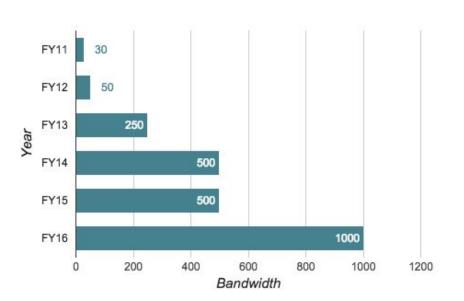
<sup>\*</sup>based on FY17 planning numbers

# SETDA Recommendations to Address K-12 Education Infrastructure Needs

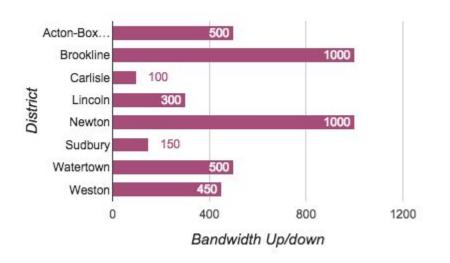
Broadband Access for Teaching, Learning, and School Operations	2014-15 School Year Target	2017-18 School Year Target
External connection to the Internet	At least 100 Mbps per 1,000 students/ staff	At least 1 Gbps per 1,000 students/staff
Internal wide area network (WAN) connections from the district to each school and among schools within the district	At least 1 Gbps per 1,000 students/staff	At least 10 Gbps per 1,000 stu/staff

## **Yearly Bandwidth Subscription**

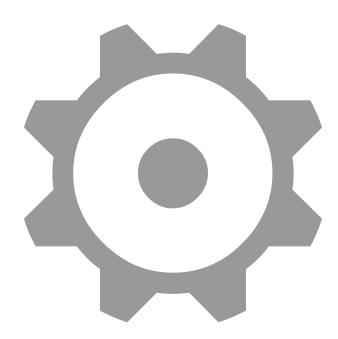
### **Brookline Bandwidth History**



#### Bandwidth by EDCO Communities



## **Update on Infrastructure**



## IT Investment Summary

#### Network Infrastructure

- \$2M in Data Center, Building & Classroom tech plumbing
  - 100x building network capacity increase
  - 100 % wireless coverage over existing educational space
- 20x Internet bandwidth increase
- Digital Signage, Website, Telephony & Building Communications

## Managing the Computing Utility

- View IT investments as "building blocks"
  - 24x7 availability is the expectation
  - Shared Infrastructure means shared investments.
    - Eg. Smart buildings, Emergency Communications
  - Rising tide effect
- Drive adherence to standards
  - 14k devices on a given day, \$22M E-Commerce annually processed
  - Many stakeholders with many needs
  - Finding the right balance in relation to security
- Historical cost effectiveness
  - Leveraging the Town/School partnership

#### **Digital Leadership Team (Working Model)**

